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Installation

Before Installing Guitar Pro:

*Version 5 is able to open every file created using a previous version, so you may want to uninstall the previous version.

Minimal Requirements (Guitar Pro 5)

- Windows® XP or higher
- Pentium 500 Mhz - 128 MB RAM
- Soundcard
- ~1.2 MB free hard disk space

Installing Guitar Pro:

Insert the Guitar Pro CD-ROM in your drive.
If the setup program does not start, open **My Computer**, open CD-ROM drive and then double click on **Windows/setup.exe** file and let you guide.

The installation of Guitar Pro will ask you to accept the terms of the license of use and will allow you to select the setup directory of the software.

The installation of Guitar Pro creates a shortcut to the software on the **Desktop** as well as in the **Start > Programs > Guitar Pro 5** menu of Windows®.

Initial Startup:

To start Guitar Pro, double click on the Guitar Pro shortcut on the desktop, or use the **Start > Programs > Guitar Pro 5 > Guitar Pro 5** menu.

During the first startup of Guitar Pro, you will have to:

- Select the language you wish to use in Guitar Pro. You may change this choice later by using the **Options > Language** menu. The language chosen automatically sets the help language.
- Set the MIDI parameters. Make sure to set it correctly, or else you will have no sound when using the software. You may change these parameters later by using the **Options** > **Audio Settings** menu.

Uninstall Guitar Pro:

In order to uninstall Guitar Pro, use the **Start** > **All Programs** > **Guitar Pro 5 > Uninstall Guitar Pro 5** menu.

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Improvements And New Features

Here Are The Main Improvements And New Features Of Version 5:

- New Graphical Interface
- 4 Display Modes: Page, Parchment, Vertical Screen, Horizontal Screen + Multitrack
- Fine Scrolling and Zoom from 50% to 200%
- Score display fully redesigned (silimar to published songbooks)
- Automatic vertical positionning and spacing of score symbols to avoid collisions and blank spaces
- New Page Setup window
- Advanced Standard Notation (effects, beams, stem direction...)
- Manuscript Configuration for each Track (tablature only, standard notation only or both, diagrams...)
- Multiple Selection used for editing and playing tools
- Playing of a selected part with Multiple Selection (also works for looped play)
- Move Tracks Up and Down
- Voice Support (lead and bass)
- Coda, Segno (simple and double), Fine + 14 possible jumps
- 8va, 8vb, 15ma and 15mb
- Triplet Feel affected to the bar (8th or 16th)
- Improved Alternate Endings
- Improved Grace Note and Dead Note
- Possibility to add Effects on Tied Notes
- Extended Bends and Tremolo Bar
- Full Support of Artificial Harmonics
- Wah-Wah
- Heavy Accentuated Notes
- Tunings associated to an Instrument
- Diagrams displayed with the score and/or under title
- New RSE [Realistic Sound Engine]
- Improved Speed Trainer
- MusicXML Import/Export
- PowerTab Import
- TablEdit Import
- PDF Export
- Improved ASCII Import/Export
- BMP Export of a complete page
- Improved and Simplified WAVE Export (using Windows® Mixer)
- ...

Here Are The Main Improvements And New Features Of Version 5.3.3.5:

- Fixed numerous internal errors and stabilized the application codebase
- Interface zoom now supports a range from 25% to 1000% via manual text entry, with mouse wheel scaling optimized from 50% to 200%
- The RSE (Realistic Sound Engine) user interface has been removed, while the core sound engine remains fully functional for playback
- Refined the interface in the "Score Information," "Audio Settings," and "Instrument" windows for better clarity
- Minor adjustments and improvements to the Preferences windows and dialogue boxes
- Added many new keyboard shortcuts while maintaining 100% compatibility with all original legacy hotkeys
- All toolbars are now locked/fixed to ensure a consistent workspace layout
- Removed the "Search on the web" function and other deprecated web-based features
- Improved the color scheme of various interface elements for a more modern look
- Removed Chorus, Reverb, Phaser, and Tremolo controls from the Mix Table to simplify the mixing process
- Includes many other minor stability and performance improvements
- ...

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Technical Support

Before contacting tech support, be sure to read this help file. It was designed to answer every question asked by users.
If you have problems installing or using Guitar Pro 5, go to the **SUPPORT** on the Guitar Pro Internet site. The latest version of the User Manual will be downloadable there, and you will be able to contact the technical support team by e-mail.

To Gain Access To The Technical Support, You Have To:

- **Register Your License** on the Guitar Pro's Internet site ;
- **Use The Latest 5.x Version** available on Guitar Pro's Internet site (updates are free for v4 customers). To know which version of Guitar Pro you are using, use the menu **Help > About.**

Please Note: The distributor of your country may propose additional technical support by Internet, telephone or postal mail. In this case, a document is included in the software's package, with the instructions to access this support.

Please Note: the technical support for a given version of Guitar Pro is guaranteed for **One Full Year** after the end of the distribution of this version.

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Introduction

Welcome To Guitar Pro 5!

Guitar Pro 5 is the ultimate workshop dedicated to the beginner as well as the advanced guitar player. It is aimed at helping the user progress, compose, or simply accompany himself with the guitar. Guitar Pro 5 has been designed for 4 to 7 strings instruments (guitar, bass, banjo, mandolin, ...).

Here Is what Guitar Pro 5 Offers You:

- A **Multitrack Score Editor** focused on tablature. It's easy to use, includes most notation symbols and it's specifically designed for stringed instruments.
- It allows you to **View And Listen To The Song**, with an accurate rendering of guitar effects, and an optimized display for the computer screen.
- **Tools Aimed To Assist The User On A Day To Day Basis**, such as the digital guitar tuner, the chord diagram engine, the scales tool, the fretboard display and more.
- **Various Import/Export** which give you the opportunity to take advantage of the hundreds of thousands of scores available on the Internet in other formats.

Important Points:

- **Custom Views**

With Guitar Pro you have the option of working either directly in page or screen mode (horizontal or vertical). The screen modes use all the space available in the workspace. It is possible to change at any moment the proportions and page setup of your document as well as the viewed tracks.

- **Automatic Page Setup**

Guitar Pro automatically configures the vertical position of the various elements of the score. The input is therefore very rapid, giving an output similar to that of published songbooks.

- **Synchronization**

Guitar Pro automatically adds the bars and provides synchronization between the tracks of the score. This strict synchronization is needed for proper sound rendering of the score and it can also be educational at the same time.

- **Interactive Tools**

Each tool within Guitar Pro is closely linked to the active track properties. For example, if you opened the guitar tuner, it would give you the tuning chosen for that specific track. This makes Guitar Pro very powerful, and easy to use.

Modded By:

Maxime Tymoshenko, March 2026.

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Understanding Notation

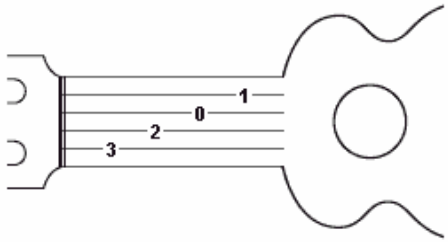
In order to get the most out of Guitar Pro, you need to:

- **Know How To Read Tablature**
- **Have Some Knowledge Of Rhythm Notation**

Here is a quick introduction to tablature:

1. Reading Tablature

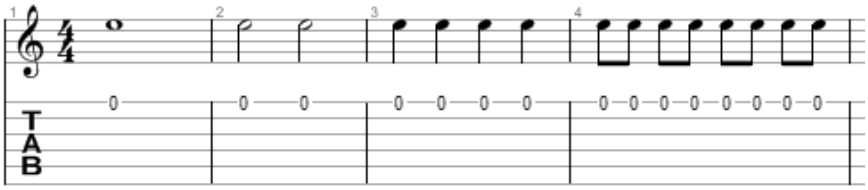
Tablature notation was created to make music reading easier on stringed instruments. It can be learned quickly, and you do not need to know any music theory. It shows which string to play, which is quite important since the same note can be played on several strings.



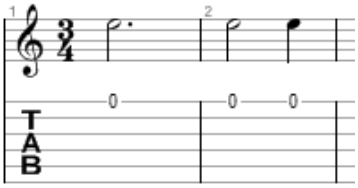
Each string of the guitar is represented by a line. Numbers indicate the fret the finger has to press. The 0 means the string has to be played open - that is without pressing any fret. The lowest line is the fat string (low E), while the upper line is the high E string (thin string). This is what you see when you are playing the guitar, and not when you are in front of it.

2. Rhythm Notation

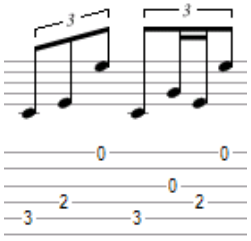
Notes can have different durations. A note duration is not expressed in seconds, but as a multiple of the tempo. A quarter note is one beat. The tempo is expressed in bpm (beats per minute). So if the tempo is 60, a quarter note lasts 1 second. If the tempo is 120, the quarter note is ½ second. The other notes are defined in terms of quarter notes:



When a note is dotted, its duration is one and a half times its original value (x1.5):



n-tuplets (triplets, quintuplets, sextuplets...) consists of playing a certain number of notes in a defined time. For example, a triplet of eighth notes (3 x ½ beat = 1.5 beat) is played on one beat:



The Time Signature

The time signature sets the number of beats per bar. For example, for a time signature of 3/4: the 4 indicates that the reference time is the quarter note, and the 3 indicates that there are 3 beats per bar. In this case, there are 3 quarter notes in a bar.

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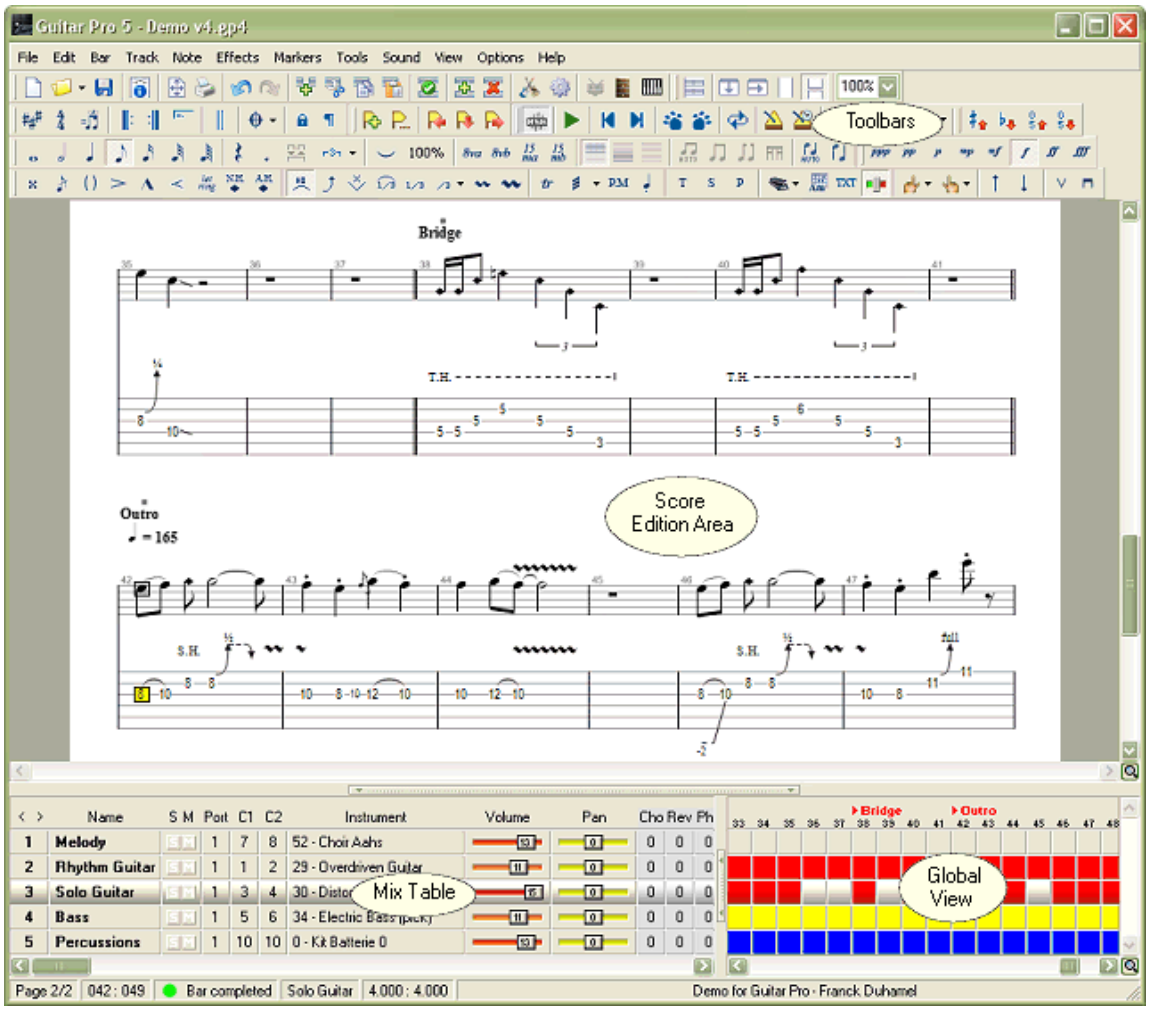
Main Screen



Toolbars can be visible or invisible according to the user choice.

The **View** > **Toolbars** menu allows the choice of visible toolbars, to reposition the toolbars to there default position.

Each zone of the screen can be resized using the splitters (1) and (2).

The status bar at the bottom of the screen shows information about the active score such as the title, the author, the position (bar and track), the name of the active track, the page number, and an indication on the active bar duration.

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Create A New Score

In order to create a new score in Guitar Pro, you have to follow these steps:

1. **New Score**

   Use the **File** > **New** [Ctrl+N] menu.

   This menu closes the current score, then creates a new one and opens the **Score Information** [F5] window.

   This window allows you to enter information like the title, the artist, ... You can enter the Lyrics too.

   The **Default Properties** tab allows you to define default values used when you create a new score.

   Click on the **OK** button to continue.

2. **Key Signature**

   Use the **Bar** > **Key Signature** [Ctrl+Alt+K] menu to open the Key Signature window.

   Select the key and the Mode (major or minor) of the score. If you do not know this information, you can leave the default value (C major), because it does not change the standard notation display.

   Click the **OK** button to continue.

3. **Clef**

   The clef (Bass or Treble) is automatically chosen from the Track Tuning (guitar or bass).

4. **Time Signature And Triplet Feel**

   Use the **Bar** > **Time Signature** [Ctrl+Alt+T] menu to open the **Time Signature** window.

   Select the time signature of the partition (default value is 4/4). The time signature determines the number of beats in a bar.

   Click the **OK** button to continue.

   Use the **Bar** > **Triplet Feel** [Ctrl+Alt+Shift+F] menu to define the syncopation.

   Click the **OK** button to continue.

5. **Track Settings**

   Use the **Track** > **Properties** [F6] menu to open the **Track Properties** window.

   This window allows you to enter the Track Information like the name, the color, the tuning, ...

   Click the **OK** button to continue.

   Use the **Track** > **Instrument** [F7] menu to open the **Instrument** window. Select the sound you want to use and the MIDI or RSE playback.

   Click the **OK** button to continue.

You are now ready to Enter The Score. You can Add New Tracks too.

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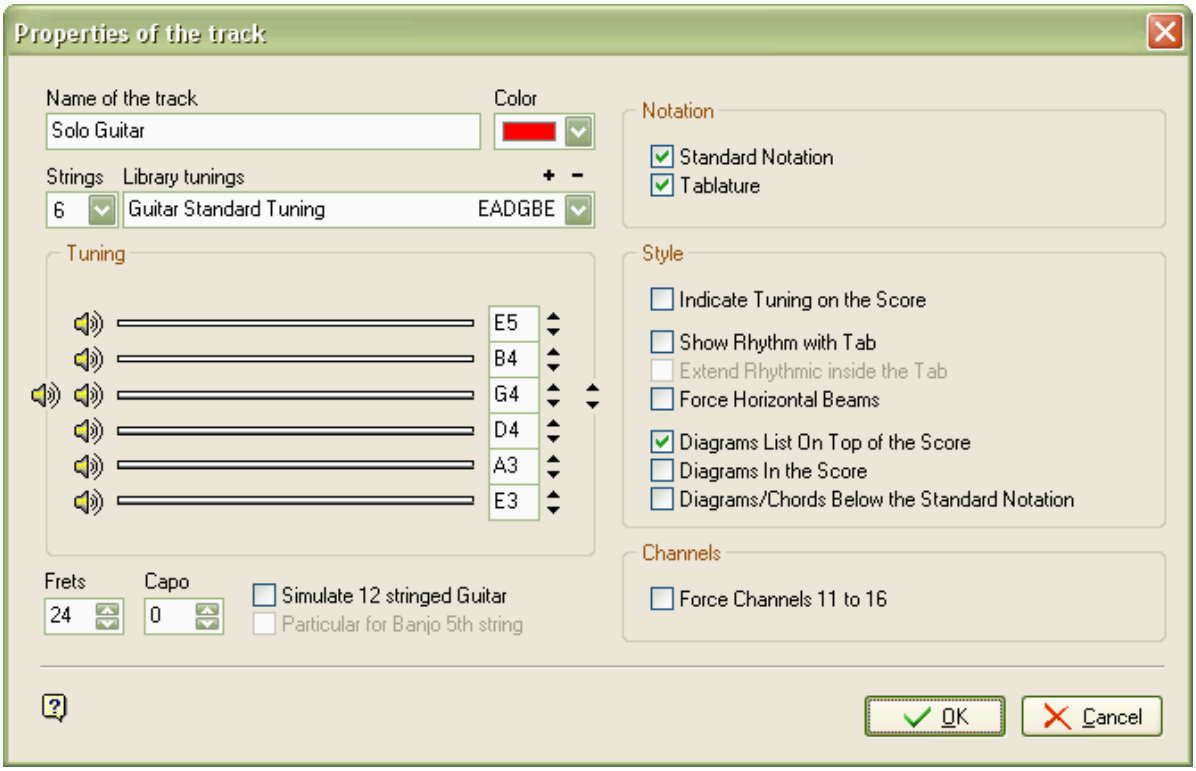
Add Tracks

Guitar Pro handles up to 256 tracks at the same time. Tracks can be of two types:

- **Instrumental** (guitar, bass, piano, ...)
- **Percussion**

To insert a new track, use the **Track** > **Add** [Ctrl+Shift+Ins] menu. Select the track type and its position compared to other tracks, and then click on the **OK** button.



The Track properties window opens, in order for you to set the track parameters:

- Name of the track
- Color in the global view
- Number of strings
- Tuning from the library (use + and - buttons to change the library)
- Customized tuning
- Fret number
- Capo position (0 if no Capo)
- 12 stringed guitar option
- 5th string banjo option (this string starts at the 6th fret)
- Display Standard Notation
- Display Tablature
- Display Tuning
- Display Rhythmic on Tablature
- Display Diagrams and Chord names

Audio parameters of the track are set in the instrument window [F7].

Empty bars are automatically created on the added track, because in Guitar Pro, each track has the same number of bars to keep the musical coherence.

In order to delete a track, use the **Track** > **Delete** [Shift+Ctrl+Del] menu.

Use **Track** > **Move Up/Down** [Ctrl+Alt+Up/Down] to move a track up or down.

For more information about percussion, see the Percussion topic.

Tip: If you modify the number of strings of an already existing track, Guitar Pro will allow you to transpose the notes for the new settings. This unique functionality allows you to enter a banjo track to convert it to a guitar track.

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Manage Bars

In Guitar Pro, each bar has the same properties on all tracks. So a bar will have the same time signature on the track 1 as on track 2. When adding a repeat open, a repeat close is automatically made on all the tracks.

The musical coherence of the score is therefore guaranteed, and playing the score will give the desired result.

On the other hand, you must define each track completely. It's not possible to create a hundred-bar guitar track, and a percussion track with only one bar played looped. You will have to reproduce the percussion bar on the 100 bars by using Copy/Paste.

The use of the **Edit** > **Insert A Bar** [Ctrl+Ins] or **Edit** > **Cut** [Ctrl+X] menus will insert or remove bars on all tracks. To force the insertion or the removal of a bar on a single track, see the Use Cut/Copy/Paste topic.

The **Edit** > **Clear Bars** [Shift+Del] menu allows you to empty one or more bars on the active track or on all tracks.

Bar Lines:

Guitar Pro automatically manages bar lines.

When you move the edition cursor to the right, it changes bar automatically is the duration of the current bar corresponds to the time signature chosen (for example 4 beats for a 4/4 time signature, cf. Understanding Notation). If the bar is not full, Guitar Pro creates a new beat, with the same duration as the previous one.

If a bar is not full or too long Guitar Pro display this bar in red except when it is the currently edited bar.

The status bar displays the real duration of the active bar, its duration, and a symbol indicating if it is complete , too short or too long .

The **Bar** > **Double Bar** [Alt+Shift+D] replaces the bar line at the end of the active bar with a double line. A double line indicates a new section in the score and has no effect on the play, unlike repeats as explained below.

Bar Organization:

In Page or Parchment mode, it is possible to manually manage the number of bars per line. For this, you must use the **Bar** > **Break Line** > **Force Break Line** [] and **Bar** > **Break Line** > **Prevent Break Line** [[] menus. The **Bar** > **Break Line** > **Reset Bar Organization** menu removes all break line info and lets Guitar Pro choose the number of bars per line. This function can be useful if you change the Page Setup.

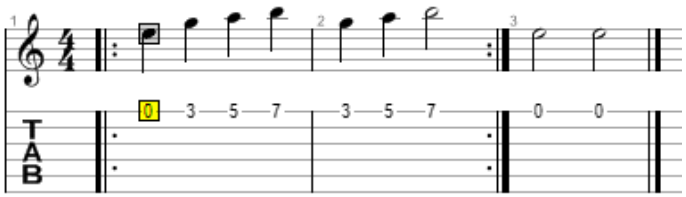
Break Line functions only affect the active track, or the multitrack view. It is therefore possible to create a different arrangment of bars for each track, and another for the multitrack view.

To right justify the last bar of the score, simply add a break line to the bar.

Repeats, Alternate Endings And Musical Directions:

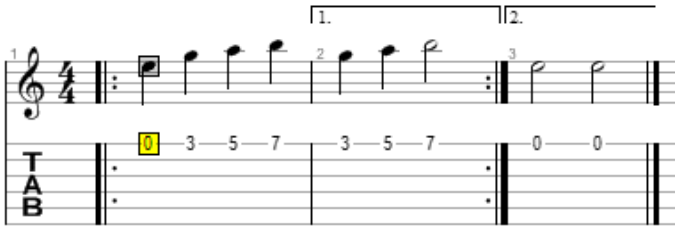
The **Bar** > **Repeat Close** [Ctrl+Alt+C] menu replaces the bar line at the end of the active bar by a repeat close, and asks you the number of times it should be repeated. A repeat close sign indicates that the score has to go to the previous Repeat open sign for the number of times specified.

This menu is always used in conjunction with the **Bar > Repeat Open** [Ctrl+Alt+O]. For example:



Bar play order is 1 - 2 - 1 - 2 - 3.

The **Bar** > **Alternate Endings** [Ctrl+Shift+E] adds a repetition symbol at the beginning of the active bar. An alternate ending allow you to indicate if the bar has to be played, depending on the number of times the bar has been repeated. This menu is used in conjunction with repeats. For example:



Bar play order is 1 - 2 - 1 - 3.

The **Bar > Musical Directions** menu allows you add the direction symbols Coda, Double Coda, Segno, Segno Segno, Fine and 14 different jumps.

Time Signature, Key Signature And Triplet Feel Changes In the Middle Of The Score:

The **Bar** > **Key Signature** [Ctrl+Alt+K], **Bar** > **Time Signature** [Ctrl+Alt+T] and **Bar** > **Triplet Feel** [Ctrl+Alt+Shift+F] menu allow you to set the key signature, the time signature and the triplet feel at the beginning of the score, but also to modify them in the middle of it.

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http://www.guitar-pro.com

Enter Notes

In Guitar Pro, you can enter notes either on the **Tablature** or on the S**tandard** notation display. Each note added in a notation is automatically added in the other one.

The edition cursor is the **Yellow Rectangle**. When it is on a note, the corresponding note in the other notation is surrounded by a **Grey Rectangle**.
The **TAB** (tabulation) key allows you to switch notation.

Tip: The [Shift+Num+/Num-] buttons allow you to move a note from one string to another one without changing its pitch. These shortcuts also work when you use the standard notation, so you do not have to switch notation everytime.

Clicking on the score does not add any note, but moves the edition cursor to the position pointed. So you can not modify the score by mistake.

There are many ways to enter notes on a score:

- **Using The Computer Keyboard**

  Almost everything is done from the number pad:
- **Arrow** keys move you around the score ;
- **Number** keys enter notes ;
- The + and - keys modify note duration ;
- The **Insert** and **Delete** keys add or remove notes.

  More information: Keyboard Shortcuts

- **Using The Mouse**

  If you prefer to use the mouse, you will use the following elements:
- The fretboard (**View > Fretboard** [Ctrl+Shift+F]) to enter the notes ;
- The **Note** > **0** to **30** menu (popup menu - right click on the tablature) ;
- The <= and => buttons of the fretboard to move in the score ;
- The **Duration** buttons to modify note duration ;
- The **Note > Insert A beat** [Ins] and **Note > Delete A Beat** [Ctrl+Del] menus to insert or delete beats

  More information: The Fretboard - The Keyboard

- **Using A MIDI Instrument**

  The **Tools** > **MIDI Input** [Shift+F1] menu offers the possibility to use an external MIDI instrument (keyboard, guitar,…) to create a score note by note. The activation of the menu opens the MIDI input port selected in the **Options** > **Audio Settings** [Alt+F12] menu and starts the capture. You will still be able to use the computer keyboard or the mouse to enter notes if needed.

  The captured notes on a MIDI instrument are added on the current beat in the score, then the edition cursor moves to the next beat. So the rhythm has to be setup manually in the software. The MIDI input of a complete sequence with rhythmic recognition is not yet available but this feature will be added in the next version.

Tip: If you change the rhythm at the end of the capture (and not after each note), bars can appear at the wrong place. In this case, the **Bar Arranger** tool can be useful.

  More information: Configure The Sound

- **Importing Files**

  The **File** > **Import** > **MIDI / ASCII / PowerTab / TablEdit** menus allow you to import external music files directly into Guitar Pro.

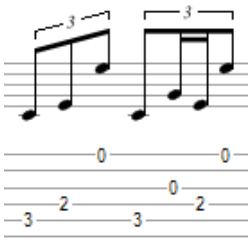
  More information: MIDI Import - ASCII Import - PowerTab Import - TablEdit Import

Tip: The [C] key copies the selected beat to the end of the bar. This can be very handy to reproduce an arpeggio.

Here are some important tips to help you enter notes:

Managing The Triplets And N-Tuplets:

To regroup notes, you only have to set the same n-tuplet (-3-, -5-, ...) to each beat of the group. Guitar Pro will automatically link them as soon as their total duration is a multiple of the chosen n-tuplet:



N-tuplets are managed using the **Note** > **Duration** [+/-] menu or using the coresponding toolbar.

For more information about n-tuplets, see the Understanding Notation topic.

Ties:

A tie is a note which is not played. It only indicates that the tied note duration is added to the previous note. A tie is displayed on the standard notation as a normal note, but is not displayed on the tablature notation.

Use the **Note** > **Tied note** [L] to add a tie with the preceding note on the same string.
Use the **Note** > **Tied beat** [Ctrl+L] to add ties to all preceding notes.

The **Note** > **Sound Duration** [Shift+D] menu allows you to define the exact sound duration of the note independantly of its musical duration. The duration is expressed as a percentage of the musical duration.

Accidentals (sharp, flat, natural) in Standard Notation:

To add or remove accidentals from the standard notation, you have to use the **Note** > **Up one semitone** [Alt+Num+] and **Note** > **Down one semitone** [Alt+Num-] menus. Accidentals are automatically added in compliance with the chosen key signature. However it is possible to change the accidental using the **Note** > **Change Accidental** [Num*] menu.

Rhythm Display:

Guitar Pro automatically manages rhythm display and note tail direction, from note durations and time signature. However, it is possible to manually change the beams and the stem direction using the **Note** menu.

Voices:

Guitar Pro permits the use of two voices (lead and bass). Voices must be entered separately. The **Edit** > **Voices** > **Edit Voice 1** [Ctrl+1] et **Edit** > **Voices**> **Edit Voice 2** [Ctrl+2] menus allow to choose the edited voice. The **Edit** > **Voices** > **Gray Inactive Voice** [Ctrl+G] menu allows to gray the voice which isn't currently edited.

Multiple Selection:

The multiple selection allows you to make actions on a group of notes or bars. To select complete bars, press [Ctrl] when making the selection. Actions are applied to both voices when you select complete bars, else they are applied to the current voice only.

Tip: The **Options** > **Preferences** [F12] menu, **General** tab allows you to set an automatic save after every № actions done. This save is done in a temporary file and allows Guitar Pro 5 to recover the file in case of abnormal termination.

Please Note: Running as Administrator is required to use the Automatic Backup feature (Windows 10/11) if Guitar Pro 5 is installed in a system directory.

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Add Symbols

Guitar Pro allows you to insert many musical symbols in the score, and particularly those specific to the guitar. Most of these symbols are taken into account during the play of the score.

Certain effects or musical symbols can be applied to a selection of notes like the Let Ring, Palm Mute...

The following symbols are available in the **Note** and **Effects** menus:

- Dynamic [Alt+Shift+1] [Alt+Shift+2] [Alt+Shift+3] [Alt+Shift+4] [Alt+Shift+5] [Alt+Shift+6] [Alt+Shift+7] [Alt+Shift+8]
- Grace Note [G]
- Staccato [Ctrl+Alt+S]
- Fade In [F]
- Left Hand Fingering [Alt+1] [Alt+2] [Alt+3] [Alt+4] [Alt+5]
- Right Hand Fingering [Alt+6] [Alt+7] [Alt+8] [Alt+9] [Alt+0]
- Stroke [Ctrl+D] [Ctrl+U]
- Pickstroke [Ctrl+Alt+D] [Ctrl+Alt+U]
- Ghost Note [O]
- Accentuated Note [Shift+N]
- Heavy Accentuated Note [Alt+N]
- Dead Note [X]
- Let Ring [I]
- Natural Harmonic [Shift+H]
- Artificial Harmonics [Ctrl+H]
- Tapping [Ctrl+Alt+Shift+T]
- Slapping [Ctrl+Alt+Shift+S]
- Popping [Ctrl+Alt+Shift+P]
- Hammer On / Pull Off [H]
- Bend [B]
- Tremolo Bar [Shift+T]
- Slides [S] [Alt+S] [Alt+B] [Alt+B] [Alt+D] [Alt+U]
- Vibrato [V]
- Wide Vibrato [W]
- Trill [Ctrl+Shift+R]
- Tremolo Picking [Alt+Shift+E] [Alt+Shift+S] [Alt+Shift+T]
- Palm Mute [P]
- Text [T]
- Chords [A]
- Wah-Wah [Ctrl+Shift+O] [Ctrl+Shift+C] [Ctrl+Alt+N] [Ctrl+Alt+F]

Dynamic [Alt+Shift+1] [Alt+Shift+2] [Alt+Shift+3] [Alt+Shift+4] [Alt+Shift+5] [Alt+Shift+6] [Alt+Shift+7] [Alt+Shift+8]

This option allows you to set the dynamic of the note.

The *ppp pp p mp mf f ff fff* buttons allow you to choose the dynamic of each note, from very faint *ppp* to very strong *fff*.

The **Note** > **Dynamic** > **Apply To The Chord** [Alt+Shift+C] menu allows you to set the dynamic for the whole chord, so that you do not have to set it for each note.

Dynamics are not displayed on the score to lighten it. However, the **View** > **Show 'Dynamic' Notes** [F11] menu allow you to display the note using a gradient of color: the lighter the fainter, the darker the stronger.

The **Tools** > **Dynamic Options** [Shift+F7] menu allows you to set the dynamic for each string for a given range of bars.

Grace Note [G]

A Grace note is an ornamentation which consists in a very short note played before another one. In Guitar Pro, you can add a grace note for each string. However, it is not possible to set several grace notes on the same string. A grace note does not count for the bar duration and for the rhythm display.

The **Grace note** window allows you to select:

- The grace note pitch
- The grace note position (before or on the beat)
- The grace note duration
- The grace note dynamic
- The transition type (slide, bend, ...)

Staccato [Ctrl+Alt+S]

A staccato indicates a very short note, not linked to the note duration on the score. The note is displayed topped by a dot.

Fade In [F]

The Fade In effect applies to the whole chord and indicates that the volume of the notes will progressively go up. This can be done on a electric guitar by turning the volume potentiometer directly on the guitar, or by using a volume pedal.

Left Hand Fingering [Alt+1] [Alt+2] [Alt+3] [Alt+4] [Alt+5]

The left hand fingering (for a right-handed person) sets the finger that presses the string on the fretboard. "T" is for the thumb, "0" for the forefinger, "1" for the middle finger, "2" for the middle finger, "3" for the ring finger, "4" for the pinky finger.

The left hand fingering is displayed circled under the tablature.

Right Hand Fingering [Alt+6] [Alt+7] [Alt+8] [Alt+9] [Alt+0]

The right hand fingering (for a right-handed person) sets the finger that plays the string. "P" is for the thumb, "I" for the forefinger, "M" for the middle finger, "A" for the ring finger, "C" for the pinky finger.

The right hand fingering is displayed under the tablature.

Stroke [Ctrl+D] [Ctrl+U]

The stroke effect consists in stroking the strings one after the other instead of playing them all together. The downstroke goes from the bass string to the highest string, and the upstroke from the highest string to the bass string.

The *Stroke window* allows you to select the duration for the stroke. This duration must be shorter than the stroked notes duration or the notes may be displayed incorrectly.

The checkbox in the Stroke window allows you to set a **rasgueado**. The rasgueado is a flamenco technique which consists in stroking the strings consecutively with several fingers of the right hand. The "R" letter is added under the stroke arrow.

Pickstroke [Ctrl+Alt+D] [Ctrl+Alt+U]

The pickstroke allows you to set the direction for the pick. "^" indicates that the movement is from the bass string to the highest string.

Ghost Note [O]

A ghost note is a faint note. The dynamic of a ghost note is automatically decreased. The note is displayed between round brackets on the tablature.

Accentuated Note [Shift+N]

Contrary to a ghost note, an accentuated note is played loudly. The dynamic of a accentuated note is automatically increased.

Heavy Accentuated Note [Alt+N]

A Heavy Accentuated Note is identical to an Accentuated Note only louder.

Dead Note [X]

A dead note is short and more faint than a normal one. These notes are used with the Guitar to give a particular rhythmic effect. To make notes be dead notes, you have to put the right hand palm (for a right-handed person) on the strings near the bridge, or else just put the left hand fingers (for a right-handed person) on the string without pressing it.

Let Ring [I]

The let ring effect consists in letting the notes ring more than usual. It is often used with arpeggios.

The **Tools** > **Let Ring Options** menu allows to set the let ring effect for each string and a given range of bars.

Natural Harmonic [Shift+H]

The natural harmonic consists of playing the string open while you lightly touch it with the left hand (for a right-handed person) above a fret. The left hand finger has to be taken off at the same time that the right hand plays it. 5th, 7th and 12th frets harmonics are very commonly used, while the others are quite difficult to obtain.

Artificial Harmonics [Ctrl+H]

Several harmonics are available:

A.H. - Artificial Harmonic
For the artificial harmonic, the left hand finger presses the string like a normal note. It is the forefinger of the right hand that lightly touches the string several frets higher. The right hand has to play the note too, so it may be difficult.

T.H. - Tapped Harmonic
The tapped harmonic is an artificial harmonic obtained by tapping quickly on the string several frets higher.

P.H. - Pinch Harmonic
The pinch harmonic is done with a pick, and consists in playing the string by letting the thumb that holds the pick lightly touch the string. This harmonic is best obtained with distortion effect.

S.H. - Semi Harmonic
The semi harmonic is similar the pinch harmonic, except you keep the natural resonance of the string in addition to the harmonic.

Tapping [Ctrl+Alt+Shift+T]

The tapping effect consists of playing a note by tapping the corresponding fret with a finger of the right hand or of the left hand (often both). The string is not played like it is usually.

The "T" symbol is displayed above the tablature to indicate a tapping effect. In Guitar Pro, a tapping effect is set for the whole chord. This effect is not rendered by Guitar Pro.

Slapping [Ctrl+Alt+Shift+S]

The slapping effect consists in slapping the string with the right hand thumb (for a right-handed person) while you rotate your wrist to obtain a percussive sound. The slapping effect is often followed by a popping effect (see below).

Popping [Ctrl+Alt+Shift+P]

The popping effect consists in popping one of the two highest strings with amplitude with the right hand forefinger (for a right-handed person). The popping effect is often preceded by a slapping effect (see above).

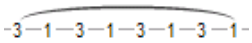
Hammer On / Pull Off [H]

The hammer on (Ho) / pull off (Po) is a transition between two notes played on the same string. The first note is played normally while the second one is not played by the right hand (for a right-handed person).

For a hammer on, the second string, higher than the first one, is played by tapping with a finger on the string, while keeping the finger corresponding to the first note on the fretboard.

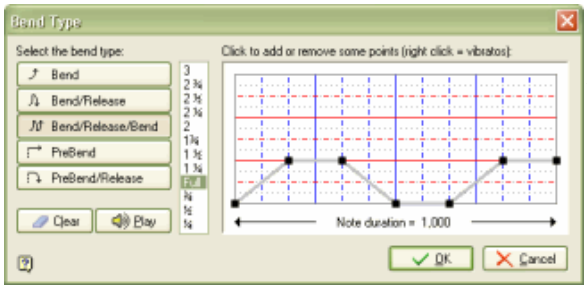
For a pull off, the second note, lower than the first one, is played by removing the finger of the first note, after having pressed the fret corresponding to the second one.

Guitar Pro automatically determines if the effect is a hammer on or a pull off.

It is common for hammer on / pull off to be linked together for two notes: 

Bend [B]

The bend effect consists of pushing the fretted string sideways with the left hand (for a right-handed person) to bend it, so the pitch of the note changes. The Bend window allows you to precisely set the type of the bend you want. It is also possible to set the amount of bend and add vibrato effects on some sections.



The **Bend**, **Bend/Release**, ... buttons allow you to define the base type of the bend. This choice is also reflected by a different symbol on the tablature.

You can set the maximum level of the effect from ¼ to **3** tones. The "Full" term is for a full tone. This choice is displayed on the tablature.

The curve can be modified by clicking on the grid. To delete a point, just click on it. a right click adds a vibrato. Several successive right clicks change the vibrato level (3 levels are available). The vibrato effect can also be obtained on the whole bend effect using the vibrato effect (**Effects** > **Vibrato** menu) as a complement to the bend effect.

See: Configure The Sound

Tremolo Bar [Shift+T]

The tremolo bar is a bar used on electric guitars to modify the pitch of all notes (by rotating the bridge). The vibrato bar is used with the right hand (for a right-handed person).

The *Tremolo Bar* window operation is identical to the *Bend window*.

Slides [S] [Alt+S] [Alt+B] [Alt+B] [Alt+D] [Alt+U]

The slide effect consists in sliding the finger of the left hand (for a right-handed person) on the frets of the guitar. Several types of slides are available in Guitar Pro:

- The first note is played, and then the finger slides to the second one, which is not played.
- The first note is played, and then the finger slides to the second one, which is played.
- The note is played while coming from a lower fret (undefined)
- The note is played while coming from a upper fret (undefined)
- The note is played, and then the finger slides to a lower fret (undefined)
- The note is played, and then the finger slides to a upper fret (undefined)

Vibrato [V]

The vibrato consists of quickly moving the left hand finger (for a right-handed person) on the string. The movement creates a pitch variation.

The vibrato effect is displayed with a little wave above the tablature, and lasts until the note ends.

Wide Vibrato [W]

The wide vibrato is stronger than the simple vibrato, and is obtained using the vibrato bar. This effect is applied to the whole chord.

The wide vibrato is displayed as a big wave above the tablature and ends as soon as a new note is played.

Trill [Ctrl+Shift+R]

The trill effect consists of alternating quickly between two notes on the same string by a succession of hammer ons and pull offs. The *Trill* window allows you to choose the fret of the second note (the first one being indicated on the score), as well as the speed of the trill.

This notation lightens the score, because alternated notes are not displayed.

Tremolo Picking [Alt+Shift+E] [Alt+Shift+S] [Alt+Shift+T]

The tremolo picking effect consists of playing the same note over and over very fast.

As for the trill, this effect is displayed with only a single note.

Palm Mute [P]

The palm mute effects consists in muffling the sound by lightly touching the strings near the bridge with the right hand palm (for a right-handed person).

The palm mute effect is symbolized by the "PM" symbol above the tablature.

Text [T]

The text function of Guitar Pro allows you to add free text above the tablature.

If you wish to enter Lyrics for a song, it is better to use the **File** > **Score Information** [F5] menu, **Lyrics** tab.

Chords [A]

See the Chord Diagrams topic.

Wah-Wah [Ctrl+Shift+O] [Ctrl+Shift+C] [Ctrl+Alt+N] [Ctrl+Alt+F]

Wah-Wah is a pedal effect. Possible options are On/Off and Opened/Closed. Wah-wah affects the playback only when using the RSE.

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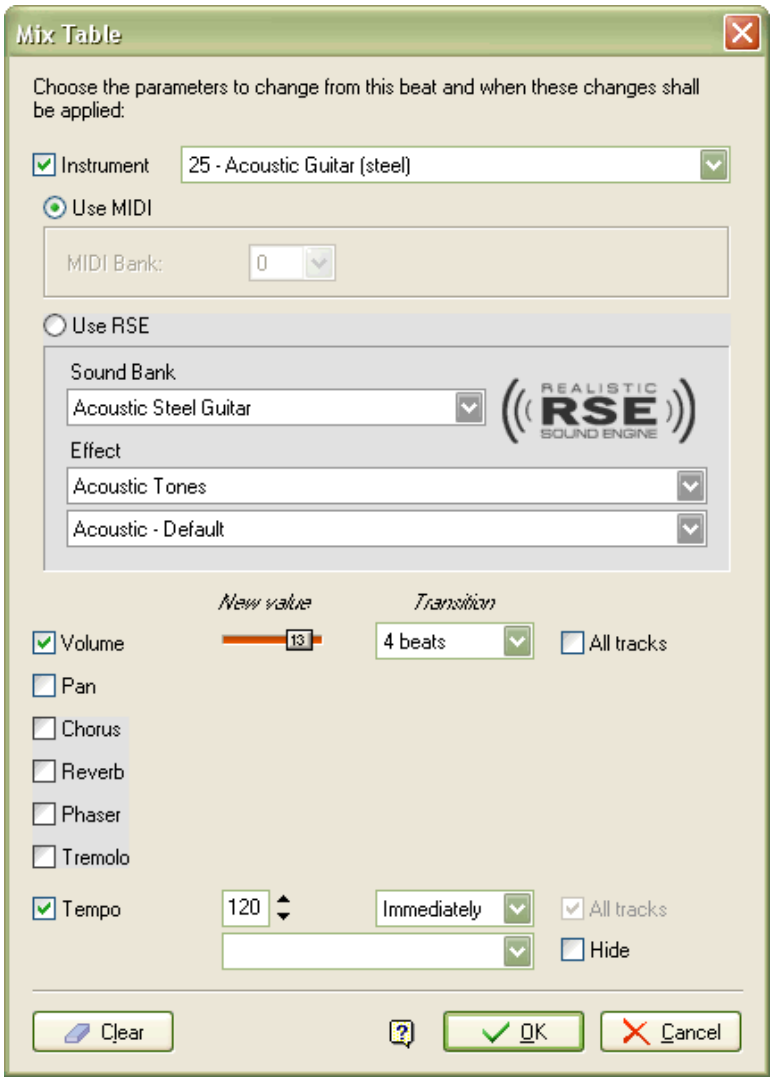
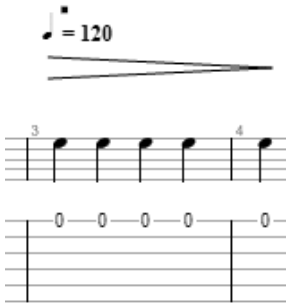
Insert Parameter Changes

The Mix Table and the Tempo allow you to define track parameters at the beginning of the play. However, it is possible to insert parameters changes at any time in the score (instrument, volume, panoramic, tempo, ... modification).

Parameter changes apply to the active track or to all the tracks depending of your choice. You can also set the transition duration as a number of beats. For example, you can lower the volume on all the tracks at the end of the score.

Use the **Note** > **Mix Table** [F10] Or [Alt+Shift+M] menu to add a parameter change.





A parameter change is indicated by a little black rectangle ▪ on top of the score when it cannot be displayed with a musical symbol (pan change...).

Tip: If you start the play in the middle of the score, Guitar Pro retrieves every parameter change added since the beginning of the score, and takes it into account immediately.

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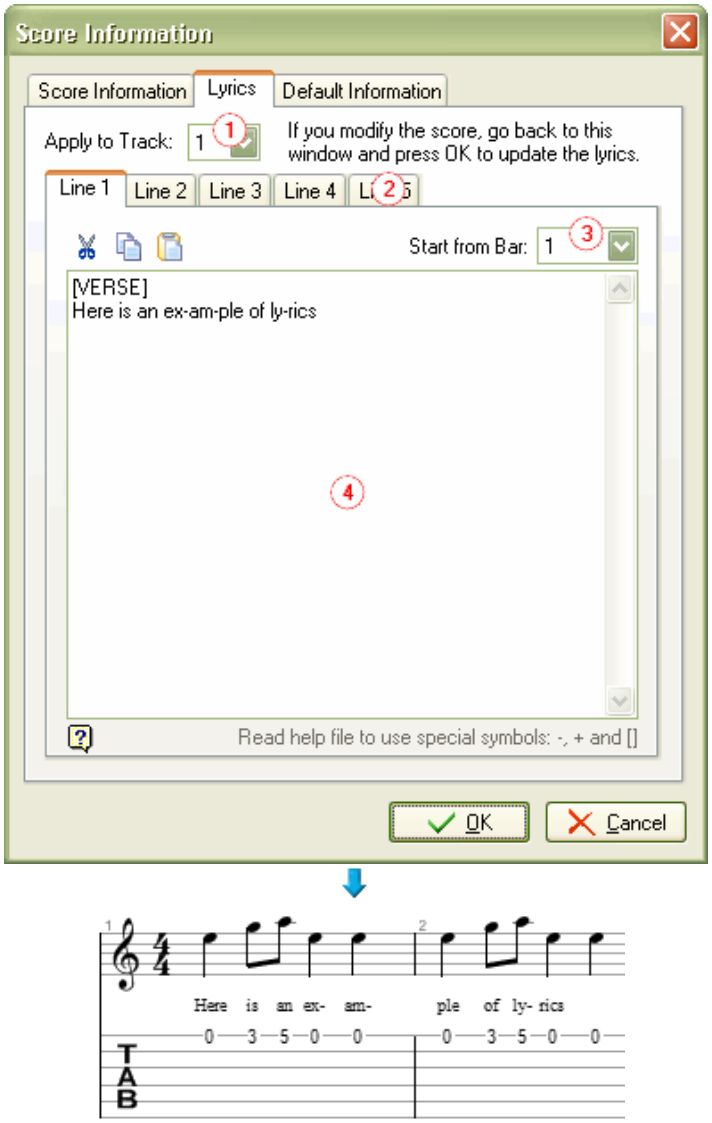
Add Lyrics

To add lyrics to a score, use the **File** > **Score Information** [F5] menu, **Lyrics** tab.

Guitar Pro handles lyrics under a textual bloc form, and these lyrics are automatically dispatched on the selected track. This allows you to easily work on the text (copy, cut, paste, ...), and to organize it into sections (Refrain, Verse, ...).



1. **Track Choice**

   In order for the lyrics to appear on the score, you have to select a track. The lyrics will be automatically dispatched on this track. Guitar Pro works with a specific syntax in order to manage this. (see the 4th point below).
   In general, lyrics are placed on the melody track. However, you can place them on an instrumental track, but you will probably have to make adjustments. It would be very surprising if each beat corresponds to a unique syllable.
   Please note that you can choose not to add lyrics to a track, if you do not know about the melody. It will be kept for information.

2. **Lines**

   It is possible to enter up to 5 lines of text. These lines are displayed one below the other on the selected track.

3. **The Starting Bar**

   For each line, you can set a starting bar from which the lyrics will be added. So you do not have to insert spaces at the beginning of the lyrics.

4. **Lyrics**

The edit zone allows you to enter the lyrics.

Guitar Pro automatically adds each syllable to a different beat. A syllable change is detected when there is a **SPACE** ( ) or a **DASH** (-). So you have to use dashes to separate each syllable in a word. If you do not want Guitar Pro to divide two words, replace the space by a **PLUS** (+) sign.
To insert blank beats, simply add several spaces or dashes.
Line breaks are considered like spaces. However, several line breaks count only as one space. So you can edit your text without any problem.
Text between **SQUARE BRACKETS** ([]) are not displayed on the score. You can use square brackets to add comments or titles to paragraphs ("INTRO", "REFRAIN", ...).

The buttons allow you respectively to cut, copy and paste text.

Warning: If you modify any note on a track which has lyrics attached to it, you will have to go back to the lyrics window and click on the OK button, in order for Guitar Pro to recalculate the position of the lyrics on the modified track.

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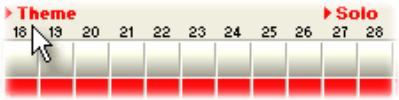
Add Markers

Markers are visual references displayed in the global view that allow to identify the various parts of the score (Intro, Solo, Chorus, ...). Markers are linked to bars and are in no way liked to the track. You can display them in several colors.



To add a marker, you can:

- **Double Click** in the marker zone of the global view
- Use the **Markers** > **Insert** [Shift+Ins] menu

The **Markers** > **List** [Shift+Home] menu presents you a windows allowing you to manage the markers:

You can use keyboard shortcuts **Markers** > **Previous** [Shiftl+Tab] and **Markers** > **Next** [Ctrl+Tab] to move between markers.

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Use Cut/Copy/Paste

Cut/Copy/Paste features of Guitar Pro affect notes when using the multiple selection inside a bar. In all other cases, they affect complete bars.

- **Cut Bars**

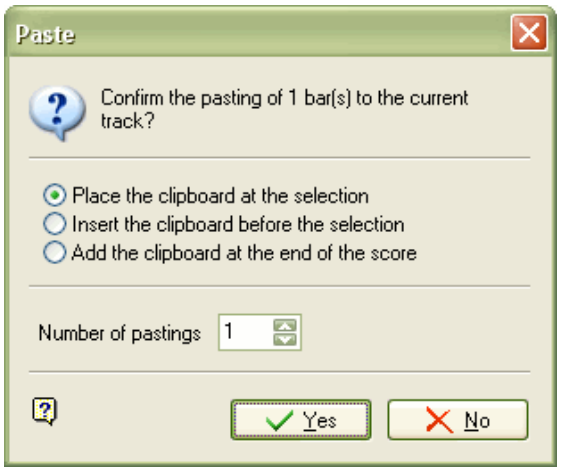
  The **Bar > Cut** [Ctrl+X] menu cuts one or several bars on all tracks.

- **Copy Bars**

  The **Bar > Copy** [Ctrl+C] menu copies one or several bars on all tracks or only on the active track.

- **Paste Bars**

  The **Bar** > **Paste** [Ctrl+V] menu pastes previously cut or copied bars.
  If the bars were copied, paste functions like the copy type (all tracks or single track). If you want to copy/paste a single track, the source track and the destination one must have the same number of strings.
  While pasting, you can choose whether you want to insert bars or replace the existing ones. You can also choose the number of repetitions, to quickly copy a bar to the whole track (handy for percussion tracks).



How Can I Insert Or Delete Bars On A Single Track?

Given the musical rigour of Guitar Pro (see the Manage Bars topic), inserting or deleting bars on a single track is not advised because a bar exists on all tracks. A coherence problem could appear if you tried to delete the 5th bar of the first track, while there is a time signature change at the 10th bar. The first track would change its time signature at the 9th bar, while the second one would change it at the 10th one.... The problem is the same with inserting.

If you really need to insert or delete a bar on a single track, you just have to use the Copy/Paste functions like this:

- **Insert A Bar Before The 10th One On The Active Track**

2. Go to the 10th bar ;
3. Use the **Bar** > **Copy** [Ctrl+C] menu,
select a range going from the **10th Bar To The Last One**,
click on the **OK** button;
4. Go to the 11th bar;
5. Use the **Bar** > **Paste** [Ctrl+V] menu,
click on the **OK** button;
6. Go to the 10th bar;
7. Use the **Bar** > **Clear Bars** [Shift+Del] menu,
click on the **OK** button ;

The method is the same for inserting several bars.

- **Delete The 10th Bar Of The Active Track**

2. Go to the 11th bar;
3. Use the **Bar** > **Copy** [Ctrl+C] menu,
select a range going from the **11th Bar To The Last One**,
click on the **OK** button ;
4. Go to the 10th bar;
5. Use the **Bar** > **Paste** [Ctrl+V] menu,
click on the **OK** button ;
6. Go to the **last bar**;
7. Use the **Bar** > **Clear Bars** [Shift+Del] menu,
click on the **OK** button;

The method is the same for deleting several bars.

Tip: Guitar Pro 5 allows to cut/copy/paste between two Guitar Pro 5 sessions. So it is easy to take a track from another file and paste it in your current file.

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Use Tools

Guitar Pro includes many tools to help you work faster when creating your scores. These tools are available from the **Tools** menu.

Note Definition Tools:

- **Let Ring Options** [Shift+F5]

  Sets the Let Ring option for each string on a specific range of bars or notes.

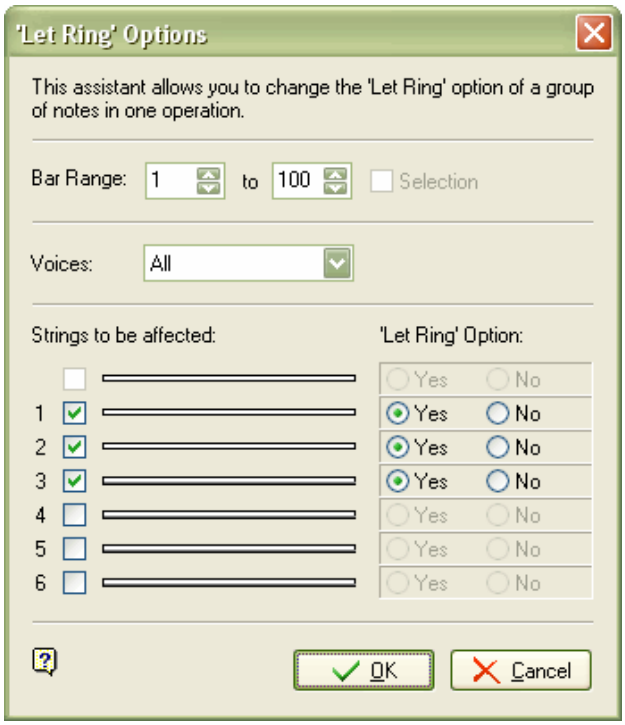
- **Palm Mute Options** [Shift+F6]

  Sets the Palm Mute option for each string on a specific range of bars or notes.

- **Dynamic Options** [Shift+F7]

  Sets the Dynamic for each string on a specific range of bars or notes.
  To make note dynamic visible, use the **View** > **Show Dynamic Notes** [F11] menu. Notes are then darker or lighter (the darker the louder).

Using tools can save you lots of time. For example, in one step, you can set tell Guitar Pro that you want the Let Ring function turned on for all notes on the three highest strings:



Score Management Tools:

- **Transpose** [Shift+F3]

  Transposes the active track or all the tracks a given number of semitones up or down. This function does not transpose chord diagrams.

- **Automatic Finger Positioning** [Shift+F4]

  Repositions the notes on the tablature without changing the melody to ease chord execution and hands movements.

- **Check Bar Duration** [Shift+F8] Or [F4]

  Checks the whole score to detect bars that do not have the needed number of beats.

- **Bar Arranger** [Shift+F9]

  Repositions the bars to make their position musically correct.

- **Complete/Reduce Bars With Rests** [Shift+F10]

  Adds rests to too shorts bars (or empty bars), and deletes excessive rests in bars that are too long.

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Percussion

Percussion tracks are special tracks in Guitar Pro.

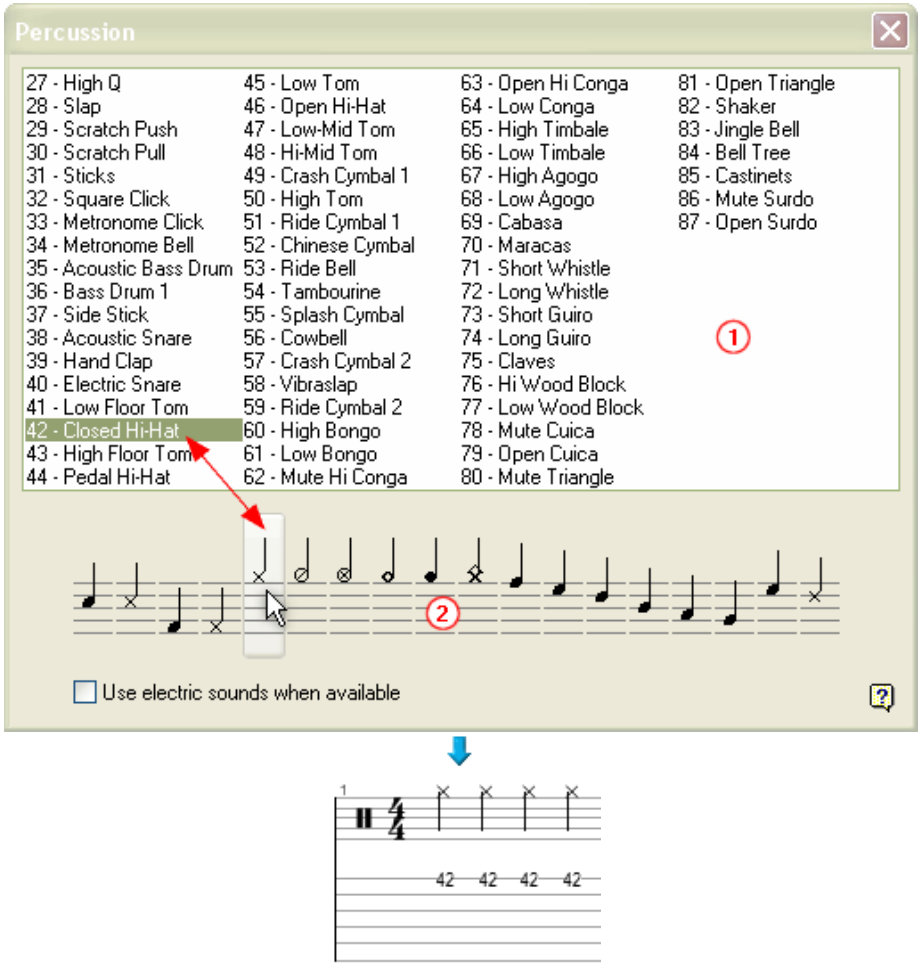
In order to add a percussion track, use the **Track** > **Add** [Shift+Ctrl+Ins] menu and select **Percussion**.

Percussion tracks can only be linked to the **10th channel** (MIDI specification). You can choose the **Drum Kit** in the Mix Table to select the set of sounds to use. Many sound cards offer only a single drum kit.

Entering the notes is the same as for a guitar track, except that the numbers on the strings represent the MIDI sound numbers, and not the fret number.
The choice of the string has no importance, and it is possible to play up to 6 different sounds at the same time (one for each string of the tablature).
The standard notation uses a percussion specific representation.

Guitar Pro includes an assistant for entering the percussion. To activate it, use the **View** > **Percussion** [Ctrl+Shift+P] menu. This assistant is available only when the active track is a percussion track.

Using The Percussion Assisant:



To listen to the available sound, click on the numbers in the (1) zone. To add a sound, double-click on the corresponding number.

You can also click on the (2) zone to select a sound from its notation. When two sounds are possible for the same notation, the **Use Electric Sound When Available** checkbox allows Guitar Pro to choose the most "electric" sound.

Warning: Some sound cards only allow sound going from number 35 to number 82. If you choose other sounds, no sound is produced. So it is advised to stay in this range if you want to be sure that other users will be able to listen to your scores.

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Find Tablatures

Guitar Pro Files:

Guitar Pro files can be recognized by their **.GTP** (1.x and 2.x versions), **.GP3** (3.x versions), **.GP4** (4.x versions) and **.GP5** (5.x versions) extension. The 5.x version can open all Guitar Pro files, whatever their version is.

To open a Guitar Pro file, use the **File** > **Open** [Ctrl+O] menu. The recently opened files list is available by clicking on the arrow to the right of the menu item or of the **Open** button.

Browse Guitar Pro Files On Your Computer:

The **File** > **Browse** [Ctrl+B] menu allows you to quickly find and listen to Guitar Pro files available on your computer:

The [Ctrl+B] buttons scans the subfolders of a given folder. So you can find and listen to all the files available on your hard disk with a single click.

The [Space] button plays the selected file. It is possible to set the number of bars to play before jumping to the next file.

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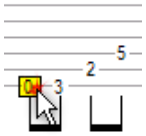
Move In The Score

Moving in the score is extremely simple and there are many ways to do it:

- **By Clicking On The Score**



Clicking on the score moves the edition cursor to the pointed position.
You can even move in the score during the Playing to restart from the pointed position without stopping the play.

- **By Using Menus And Toolbars**

The **Bar** and **Track** menus allow you to move in the score.

- **By Using The Mix Table**

To view a specific track, click on the number or the name of the track in the Mix Table. The edition cursor is then positioned on the first beat of the current bar, or on the beat being played at the time.

- **By Using the Global View**

To move to a specific track and bar, click on the corresponding box in the global view.

- **By Using Markers**

Markers are a very fast way to move between the different sections of the score. You can use the **Marker** toolbar buttons, the **Markers** menu, or keyboard shortcuts.

- **By Using The Keyboard**

The numerous Keyboard Shortcuts allow you to navigate easily through the score.

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Configure The Display

To get the best use out of Guitar Pro, it is important to configure the display.

In **Screen** modes (**View** > **Vertical Screen Mode** [Shift+2] and **View** > **Horizontal Screen Mode** [Shift+3] menus), Guitar Pro uses the whole working area by resizing the bars and by automatically selecting how much bars should be shown per staff (in vertical display mode). This approach allows you to work on an score in an optimized way, without having to think about bar organization, which is important only for printing the score.

Screen Organization:

There are many toolbars in Guitar Pro, but you can choose which ones you want to see, by using the **View** > **Menus & Toolbars** menu.

The Mix Table can be resized or set invisible. In this case, use the menus, the **Track** toolbar or the Keyboard Shortcuts to change track. The score and the table mix can be swapped by using the **View** > **Toggle View** [Ctrl+Shift+Tab] menu.

Display Parameters For Every File:

The **View** > **Page Mode** [Shift+5], **View**> **Parchment Mode** [Shift+4], **View** > **Vertical Screen Mode** [Shift+2] and **View** > **Horizontal Screen Mode** [Shift+3] define the way the score is displayed. If you want to work directly on the paper view, use **Page** or **Parchment** mode. **Parchment** mode removes the page breaks. With **Vertical Screen Mode**, the bar organization is done automatically. The **Horizontal Screen Mode** is useful in multitrack view. You can force the multitrack view when using the **Horizontal Screen Mode** in the **Options** > **Preferences** [F12].

The **View** > **Hide Standard Notation** [Ctrl+Shift+[] and **View** > **Hide Tablature** [Ctrl+Shift+]] allow you permanently hide one of the notations, independantly of the track setting done in the **Track** > **Properties** [F6] menu.

Display Parameters For Each File:

Guitar Pro allows you to view only a single track at once, all the tracks, or only some of them. The **View** > **Multitrack View** [Shift+1] menu allows you to activate or deactivate the multitrack display.
When the multitrack display is active, a checkbox is added to the Mix Table next to the track number. The box is green if the track is visible, or red if not. You just have to click on the box to change this. The active track is always displayed.

The **Track** > **Properties** [F6] allows you to define many display parameters for the track which are saved in the file format. These parameters are memorized for the next opening of the file.

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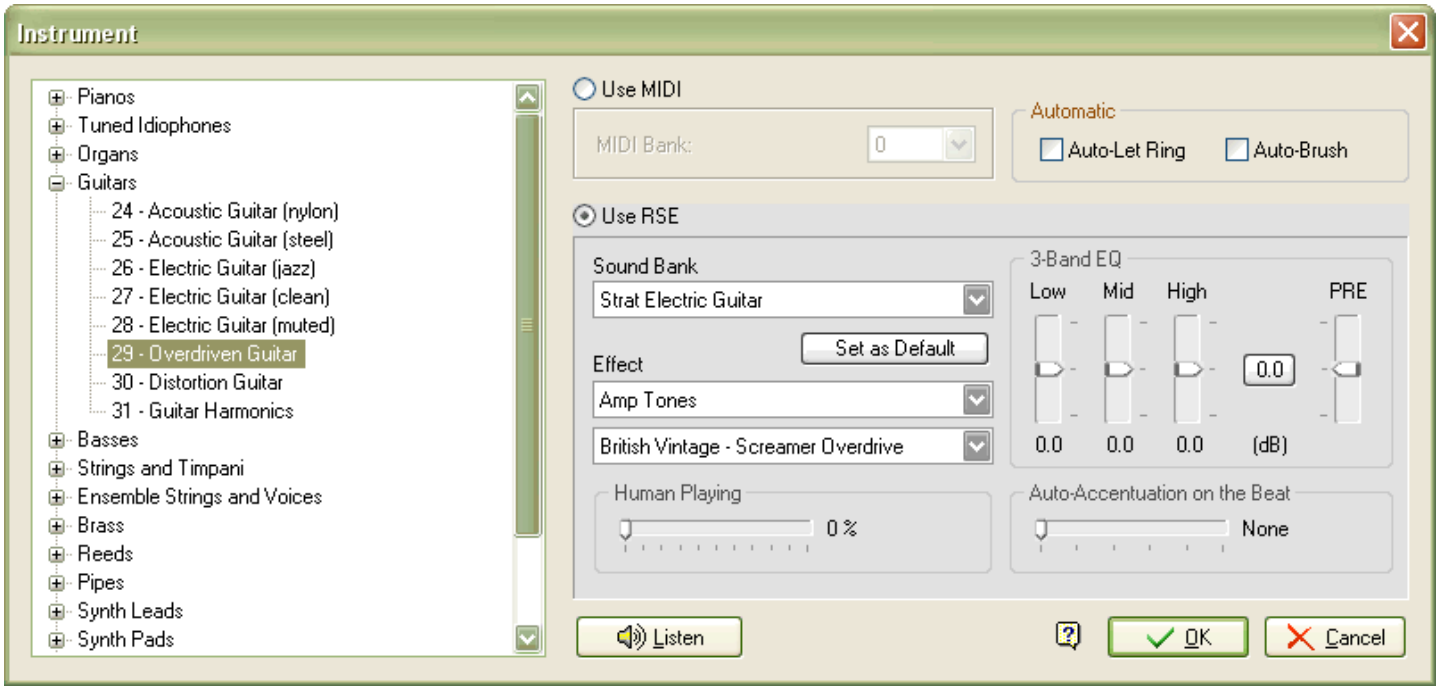
Configure The Sound

Guitar Pro 5 proposes two different technologies usuable simultaneously to play the score: MIDI and RSE.

RSE Sound:

RSE [Realistic Sound Engine] is an audio technology unique to Guitar Pro, which uses genuine guitar, bass and drum samples. The result is an ultra realistic playback. ~~RSE can be activated or disactivated using Sound > Use RSE menu~~.



The instrument sound can be selected using the **Track** > **Instrument** [F6] menu or by clicking on the instrument name in the mix table. One or several sound bank and effect are proposed for each midi sound.

RSE related technologies:

FMOD Sound System (www.fmod.org)
Copyright © Firelight Technologies Pty, Ltd., 1994-2005.

Overloud (www.overloud.com)
Guitar Amp, Effect and Stompbox modelisations. Copyright © Almateq, 2006.

MIDI Sound:

Definition: MIDI - Musical Instrument Digital Interface. It is a protocol, an universal language, allowing the communication of musical information between computers, synthesizers, sequencers, ... MIDI files consist of messages describing the score very precisely: notes, rhythm, instruments, ... The quality of the sound depends of the sound card.

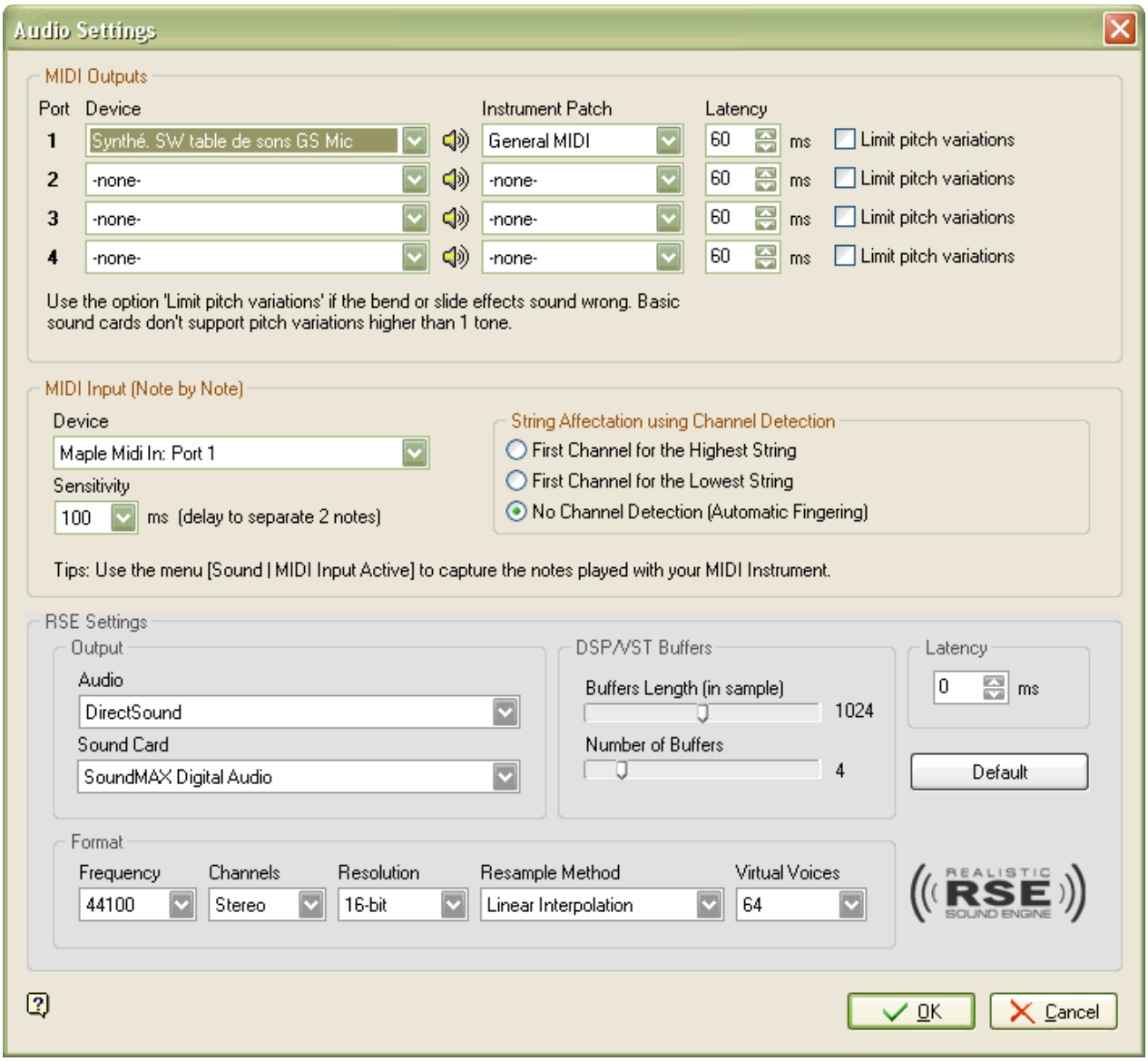
The sound quality is closely related to the quality of your hardware (sound card, software or hardware synthesizer), and Guitar Pro 5 has nothing to do with it. Guitar Pro 5 is only sending pitch and duration information to your hardware, and the hardware produces the requested sound.

In the same way, the list of available instruments in Guitar Pro is defined by the General MIDI specification, and is not extensible without using specific hardware.

Sound Problems: Depending on your sound card, you may hear cracks during the play. In this case, go to the display properties of Windows® (right click on Windows® desktop, Properties menu), select the Settings tab, and click on the Advanced button, select the Troubleshoot tab, and turn Hardware acceleration to None.

Audio Settings:

Use the **Options** > **Audio Settings** [Alt+F12] to setup your MIDI.



MIDI Output:

Guitar Pro allows you to use 4 MIDI ports at the same time. You can set a different MIDI device on each port.

You should choose the best MIDI device for the first port, since it is the default one when you create a track in Guitar Pro. **Speakers** buttons play a sound sample on the selected device. If you hear no sound, the device may be unusable, or muted.

Depending on the selected device, you may choose a different instrument patch. Instrument patches are files containing a list of instruments. The **General Midi.gpp** file is provided with Guitar Pro, but you can create your own list for the device you use (synthesizer, expander, ...). These lists have no incidence on the sound and are just for display.

The **Limit Pitch Variation** checkboxes forbid pitch variations of more than one tone. The low quality sound cards are often limited to such a variation. If bend or slide effects do not sound good, you may check this option. The effects that use a greater variation will not be played.

The **Latency** setting allows to synchronize the playback between the MIDI and RSE outputs when both are simultaneously used. If the MIDI output is in late, increase the MIDI latency, else increase the RSE latency. Note that the metronome always uses the MIDI output, so it can be used to set the appropriate latency.

MIDI Inputs:

The MIDI Input allows you to capture notes with a MIDI instrument. The instrument must have a MIDI input driver installed in Windows® and selected in the **Device** area.

The **Sensitivity** allows you to change the maximum delay between two notes of a same chord in milliseconds. When the duration between two played notes is more important than the sensitivity, the second note is placed on a new beat.

The **String affectation using Channel Detection** zone allows you to determine how to place captured notes. If you use a MIDI guitar you can send each string to a different channel, select one of the two first choices (the first channel is on the highest string or on the lowest string). If you do not use a MIDI guitar or if this one does not allow you to allocate channels to strings, select the last option (No Channel Detection). In this case, Guitar Pro automatically chooses the notes position on the fretboard, like a MIDI Import.

Use the **Sound** > **MIDI Input** [Shift+F1] to start or stop the capture of notes menu.

More information: Enter Notes

Ports and Channels:

Name	Port	C1	C2
Melody	1	7	8
Rhythm Guitar	1	1	2
Solo Guitar	1	3	4
Bass	1	5	6
Percussions	1	10	10

You can choose the **Port** and the **Channels** used for each track in the Mix Table.

By default, Guitar Pro uses 2 channels (C1/C2) for a single track in order to enhance effects rendering (effects are played on a separate channel in order not to affect notes played without effect). If two tracks use the same channel and the same port, their audio properties will be linked (instrument, volume, panoramic...). It can be handy to use a single channel per track if your score contains many tracks.
By convention, Percussion are always played on the 10th channel (MIDI specification).

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Play The Score

Guitar Pro 5 has been designed to ease the work on a score. Many options are available for playing the score.

Play The Score:

To play the score, you can use the **Sound** menu, the **Space Bar** [Space] of the keyboard or the **Sound** toolbar

The starting point of the play can be to your choice:

- From the current position [Space]
- From the beginning of the score [Ctrl+Space]

To play a specific section of the score, you must first select it using the mouse.

> **Tip:** You can use keyboard shortcuts **Markers** > **Previous** [Shiftl+Tab] and **Markers** > **Next** [Ctrl+Tab] to move between markers during the playback.

Play Looped / Speed Trainer:

The **Sound** > **Play Looped / Speed Trainer** [F9] Or [Ctrl+L] plays a part or the whole partition looped:

To play in a loop a specific section of the score, you must first select it using the mouse.

The **Simple Loop** option plays the score without modifying the tempo. The **Speed Trainer** increases the tempo for each loop depending on the initial tempo, final tempo and increase tempo values.

Tempo:

The **Sound** > **Tempo** [Ctrl+T] menu defines the initial tempo of the score. You can program tempo change in the middle of the score by using the Parameter Change function.

During the play, the current tempo is displayed in the Guitar Pro title bar.

The **Apply Coefficient To The Tempo** x 0.50 [Ctrl+Shift+T] button to the left of the tempo allows you to affect a coefficient to the tempo at any time to accelerate or to slow down the play without modifying the file. The coefficient can be set to a value beginning at x0.25 (4 times slower) and ending at x2 (2 times faster). To deactivate this function, you just have to click on the button again.

Metronome & Count Down:

The **Sound** > **Metronome** [M] menu makes the metronome active during the play. The General tab of the **Options** > **Preferences** [F12] menu allows you to configure the metronome. The metronome can be used Alone.

The **Sound** > **Count Down** [Ctrl+M] menu makes Guitar Pro play a empty bar before playing the score. So you can prepare yourself to play and listen to the tempo.

Mix Table:

< >	S	M	Name	Port	C1	C2	Instrument	Volume	Pan	Cho	Rev	Pha	Tre
1	S		**Melody**	1	7	8	52 - Choir Aahs	13	0	0	0	0	0
2	S		**Rhythm Guitar**	1	1	2	29 - Overdriven Guitar	11	0	0	0	0	0
3			**Solo Guitar**	1	3	4	30 - Distortion Guitar	15	0	0	0	0	0
4			**Bass**	1	5	6	34 - Electric Bass (Pick)	11	0	0	0	0	0
5		M	**Percussions**	1	10	10	0 - Kit Batterie 0	13	0	0	0	0	0

The mix table allows you to set the tracks audio parameters like the instrument, the volume, the panoramic, ... These parameters correspond to the initial settings of the score, but you can use Parameters Changes inside the score.
Also, the mix table settings can be modified during the playback. So you can play the score, then click on the track instrument and change it to another one.

The mix table includes a S for **Solo** case and a M for **Mute** allowing you to play one or several tracks without the others, or to mute one or several tracks. If you only want to listen to one or two tracks, it is faster to use the Solo option. However, if you want to mute one or two tracks (in order to play them yourself), it is faster to use the Mute option.

The volume, panoramic, ~~chorus, reverb, phaser and tremolo~~ parameters can be displayed under the form of a potentiometer 13 or by a simple numeric value 13. In this case, click on the upper part of the value to increase it, and in the lower one to decrease it. The instrument can be changed too.
To switch between potentiometers and numeric value, click on the parameter title.
The < > buttons above the track number allow you to reduce or restore all parameters.

> **Tip:** ~~Some sound cards do not understand chorus, reverb, phaser and tremolo. In this case, these parameters have no effects on the sound~~.

Step by Step Mode:

The [Left] and [Right] buttons allow you to play the score note after note.
During the play, these buttons change to [Ctrl+Left] and [Ctrl+Right], and allow you to go to the previous or the next bar without stopping the play.

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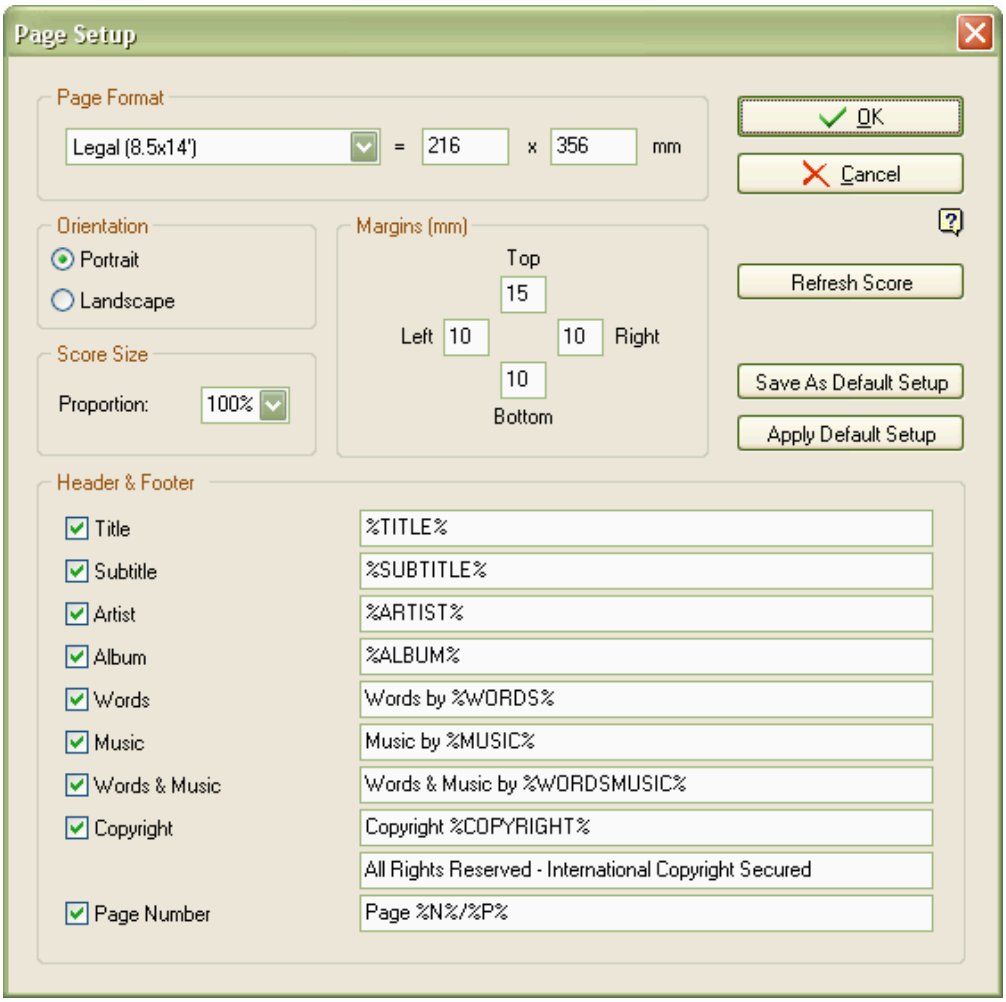
Page Setup

The **File** > **Page Setup** [F8] menu allows to adjust the page settings parameters:



Paper Format, Orientation and Margins:

Allows to define dimensions, orientation and margins of the document. The selected format is saved with the file and stays independent of the printer settings.

Score Size:

Indicated in percents, this option allows you to modify the global proportions of the score without changing the paper size.

If you have added any break lines, they will be kept and the bar organisation will not correspond to what you want. In this case, use the **Bar** > **Break Line** > **Reset Bar Organization** to let Guitar Pro organize the bars on the score.

Header & Footer:

The checkboxes define the elements you want to see on the score. The edit fields allow you to personalize the displayed text. Words between [%] symbol are automatically replaced by their value defined in the **File** > **Score Information** [F5]. The position and font of the selected elements cannot be altered in the current version of Guitar Pro but they will be in next evolution.

The **Refresh Score** button allows you to apply the page setup without validating the modifications.

The **Save As Default Setup** button allows you to save the current page setup as default to be used when you create a new score.

The **Apply Default Setup** allows you to apply the default setup to the current score. This can be useful when you open a file created by another user with an inappropriate page setup (foreigner paper format...).

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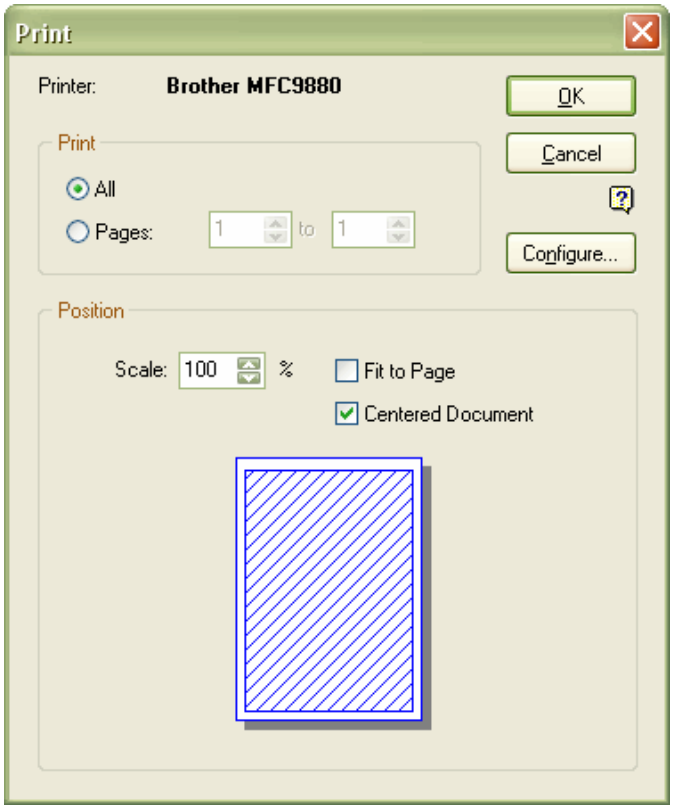
Print

The **File** > **Print** [Ctrl+P] prints the score.



The [**Print**] area allows you to choose between printing the entire score or a selection of pages.

The [**Position**] area allows you to adjust the document size to the paper size. The dimensions of the document are defined in the **File > Page Setup** [F8] menu, which may not always correspond to the paper format. You can either use the **Configure** button to modify the format of the printer paper, or use the **Scale** field to modify the document size. The **Fit To Page** option automatically calculates the appropriate scale to fit the document to the paper size.

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MIDI Import

Definition: MIDI - Musical Instrument Digital Interface. It is a protocol, an universal language, allowing the communication of musical information between computers, synthesizers, sequencers, ... MIDI files consist of messages describing the score very precisely: notes, rhythm, instruments, ... The quality of the sound depends of the sound card.

The **File** > **Import** > **MIDI** imports a MIDI file into Guitar Pro. Guitar Pro is able to import MIDI formats 0 and 1.

After selecting the MIDI file (.mid) to import, Guitar Pro opens the MIDI import window. The different MIDI tracks of the file are displayed on the left. It is possible to listen to them or to open another file.

Tip: The MIDI import window allows you to continue to manipulate the score. Also, it can be reduced by clicking the button button in the lower right of the window.

Two import modes are available:

- **Quick Import**

  The quick import is automatic. The creation of the file is very fast, but you have less control over the process

  For each track selected in the MIDI tracks list, a Guitar Pro track is created. The tuning of the track is chosen from the name of the MIDI track. The title and the signature changes are automatically imported.

  The **Use 2 Channels Per Track** checkbox tells Guitar Pro to use two MIDI channels for each track. This option is handy if you plan on adding bend or slide effects to the tablature. For more information, see the Configure The Sound topic.

  The Quick import erases the existing score.

- **Step By Step Import**

  The step by step import offers more control. It should be used when the quick import does not give you the desired result (for example: specific tuning of a track, no support of the percussion track on the 10th channel, ...) or when you want to merge several MIDI tracks on a single Guitar Pro track.

  The step by step import, in contrary to the quick import, does not delete the existing tracks. So you can use this mode to add a track (percussion for example) to an existing score.

  The import method is:

1. Use the **File** > **New** [Ctrl+N] menu to create a new file (except if you want to add tracks to an existing partition).
2. Click on the **Import Title And Time Signature Changes** button (if you want to import this information).

3. Click on the **Add A Track In Guitar Pro** button. Select the type of track you want (instrument or percussion), and then set the track tuning to the desired tuning.

   You can also use an already existing track, and set its tuning using the **Track** > **Properties** [F6] menu.

4. Select the tracks you want to import from the MIDI tracks list. If you select several, they will be merged. Click on the **Import The Selected Track(s) On The Current Track In Guitar Pro** button.

5. Go back to the **3rd step** until you've imported every track you want.

Whatever the import mode, Guitar Pro allows you to precisely define **the way it selects the position as well as the duration of the notes**. It also allows you to **transpose the imported notes one octave lower**.

Some remarks on the MIDI import:

- Guitar Pro imports the MIDI track parameter changes (tempo, volume, instrument changes).
- MIDI files don't include the fingering information necessary for the guitar. Guitar Pro uses its Automatic Finger Positioning tool to obtain the best fingering possible.
- After importing a file, the Guitar Pro file may sound different from the original file. Several reasons are possible:
  - Some notes of a track have not been imported because of the chosen tuning for the Guitar Pro track (too low or too high);
  - Some notes are too short and have not been imported;
  - The MIDI file uses pitch variations (not supported in Guitar Pro).

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ASCII Import

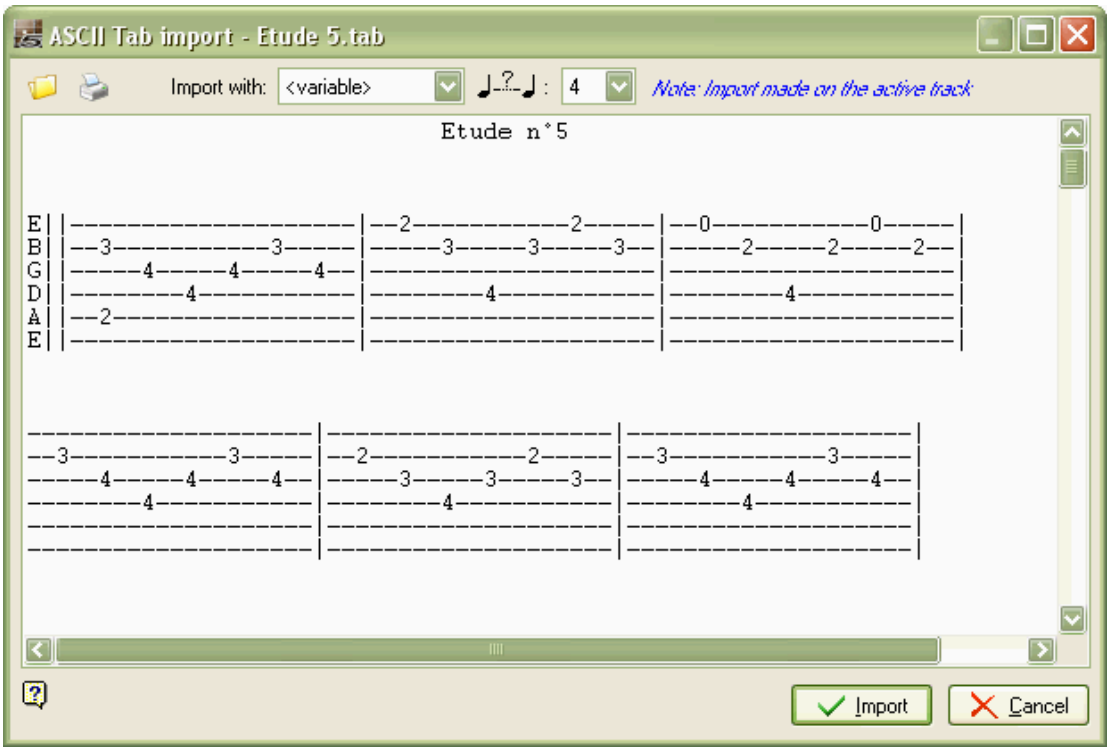
Definition: The ASCII format is a textual representation of tablature, in which the lines are represented by dashes. This format, though not very attractive, is the only one that allows you to share tablature without specific software. It is commonly used on the Internet. In general, the file extension is .txt or .tab.

Guitar Pro is able to analyze the ASCII text files to extract the musical information. It is possible to get a Guitar Pro score you can play, modify, or print from a symbolic score.

Guitar Pro imports notes, rhythm, effects and bar changes. The import is done on the active track. So it is possible to successively import several files corresponding to the different instruments.
The imported file can contain comments or misc. text, Guitar Pro is able to extract the tablature whatever the content of the file is. The only rules to respect for the import to work are:

- Lines have to be represented by dashes: « - ».
- Bar changes have to be indicated by a vertical bar on each of the strings: « | ».
- No empty line has can be present between two strings of a same line of tablature.
- Comments inside the tablature lines are prohibited.

The **File** > **Import** > **ASCII Tab** opens the ASCII Import window. It contains a text zone allowing you to paste the tablature to import. It is also possible to open a file or to print it with the upper left buttons: and .



It is possible to modify the tablature before importing in order to correct some problems that may hinder the import.
The scrolling box **Import With** allows to choose the default rhythm. If the <variable> value is chosen, Guitar Pro tries to import the rhythm in the best way it can, by taking into account the number of intervals chosen in the second list for the spacing between two quarter notes.
After the ASCII Import, it is often necessary to review the rhythm, in order for the bars to be complete. The Check Bar Duration can be handy in this case. If the score is played and the bars are not complete, the rhythm will be false, and the notes beyond the bar duration will not be played.

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MusicXML Import

The **File** > **Import** > **MusicXML** menu allows you to import from MusicXML format.

Created by Recordare®, MusicXML is a XML description of a musical score.

This universal exchange format is now available in most music softwares.

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PowerTab Import

The **File** > **Import** > **PowerTab** menu allows you to import from PowerTab® format.

PowerTab® is an excellent tablature editor, similar to Guitar Pro but with a different approch. It is available at http://power-tab.net.

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TablEdit Import

The **File** > **Import** > **TablEdit** menu allows you to import from TablEdit® format.

TablEdit® is an excellent tablature editor, similar to Guitar Pro but with a different approch. It is available at http://www.tabledit.com.

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MIDI Export

Definition: MIDI - Musical Instrument Digital Interface. It is a protocol, a universal language, allowing the communication of musical information between computers, synthesizers, sequencers, ... MIDI files consist of messages describing the score very precisely: notes, rhythm, instruments, ... The quality of the sound depends on the sound card.

The **File** > **Export** > **MIDI** menu exports the partition to a MIDI (format 1) file (.mid)

To choose not to export a track, just mute it (M button on the Mix Table).

Tip: Guitar Pro 5 allows you to use 2 channels for a single track to enhance the sound restitution. Some software does not support this functionality. So if you have a problem opening Guitar Pro 5 exported MIDI files, use a single channel per track.

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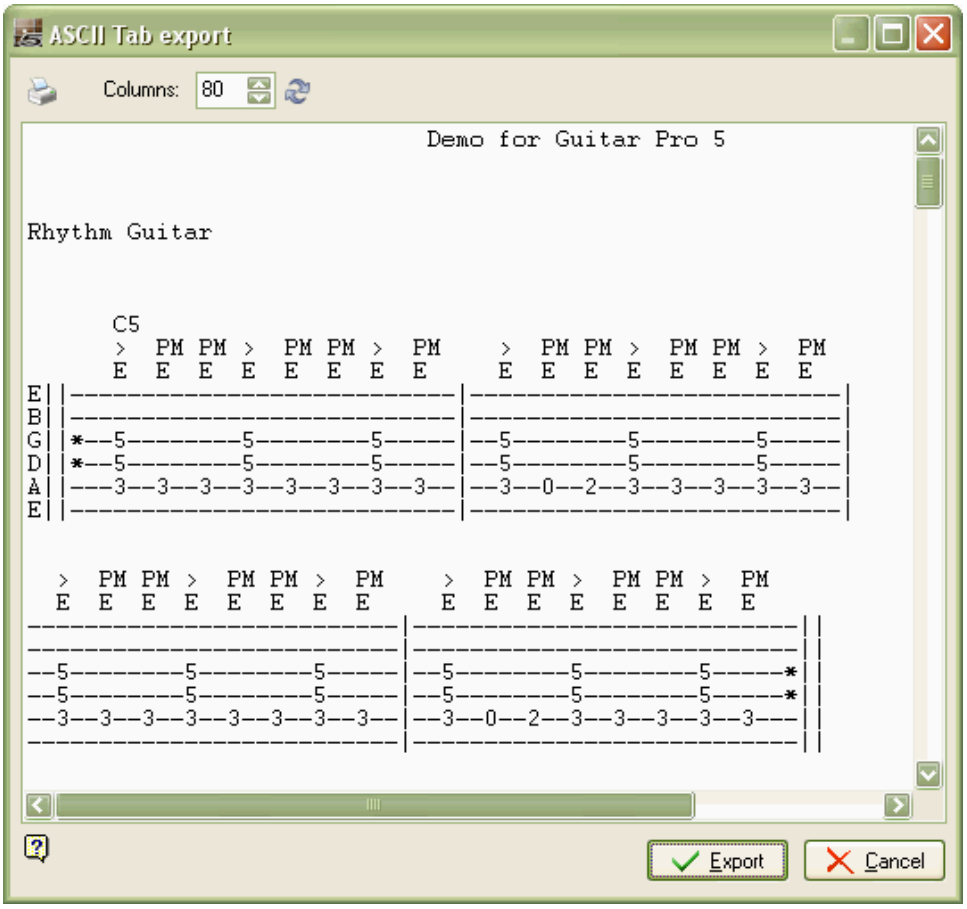
ASCII Export

Definition: The ASCII format is a textual representation of tablature, in which the lines are represented by dashes. This format, though not very attractive, is the only one that allows you to share tablature without specific software. It is currently used on the Internet. In general, the file extension is .txt or .tab.

The **File** > **Export** > **ASCII Tab** allows you to export the active track to an ASCII file.

A window appears, allowing you to preview the output, and to configure the number of columns:



The **Print** button prints the ASCII partition.

The **Export** button saves the ASCII tablature to a file of your choice (.tab).

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MusicXML Export

The **File** > **Export** > **MusicXML** menu allows you to export the score to MusicXML format.

Created by Recordare®, MusicXML is a XML description of a musical score.

This universal exchange format is now available in most music softwares.

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BMP Export

The **File** > **Export** > **BMP** allows you to save the score in the form of an image file. This function can be handy if you plan to publish your creations on a web page for example.

The image resulting from the export is exactly the same as the image you see in the Guitar Pro editor.

The **Export** button saves the image.

Tip: The size of the image is affected by the zoom value. You can therefore obtain images of various sizes depending of what you want to use them for.

Tip: The BMP image format is suitable for computer screens. If you want to insert a musical score into a document intended for printing, we recommend using the PDF export.

Warning: BMP Export is only available in Page mode (**View** > **Page Mode** [Shift+5] menu).

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PDF Export

The **File** > **Export** > **PDF** menu allows you to export the entire score to Adobe® PDF®, readable and printable by everybody using the free Adobe® Reader® software.

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Guitar Pro 4 Export

The **File** > **Export** > **Guitar Pro 4 Format** allows you to export the score to a Guitar Pro 4 format file. A window appears to ask for the name and the directory of the file to create.

Tip: Since there have been many enhancements and new features in version 5, some elements will not be exported to the Guitar Pro 4 file. See the Improvements And New Features topic.

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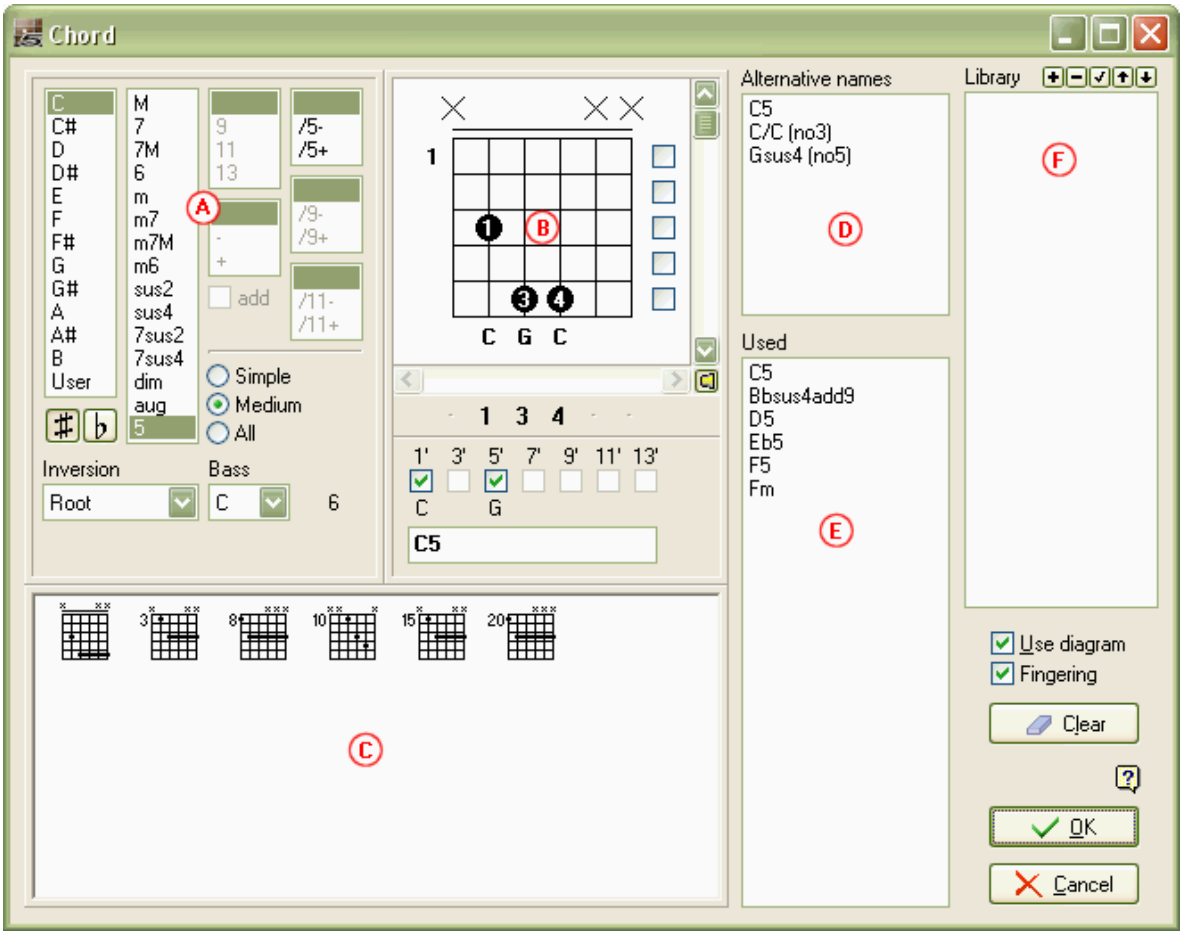
Chord Diagram Tool

The **Chord Diagram Tool** is a great feature of Guitar Pro. And by itself it is a **Fantastic Reference Tool** for guitarists.

To open the chord diagram tool, use the **Note** > **Accord** [A] menu.

As for every tool in Guitar Pro, the chord diagrams automatically adjust to the active track Tuning. That way you can generate chord diagrams for an exotic tuning. You'll be able to create chords that you won't find in any chord book.

The chord diagram tool is divided into several zones :



Each zone of the tool is closely linked to the others, and it is important to understand the way the tool works to get the best out of this tool.

Zone A - Chord Constructing:

The (A) zone allows to construct the chord by its name. Thousands of combinations are possible.

When you click on one of the lists of the (A) zone, Guitar Pro displays the name of the chord in the (B) zone, and displays a list of corresponding diagrams in the (C) zone. The first diagram of the list is by default selected as the main diagram of the (B) zone.

It is possible to define an inversion (bass note different from the fundamental one), or to indicate the bass note (on the lowest string).
The **Options** > **Preferences** [F12] menu, **General** tab, allows you to choose if you want the bass note to be indicated in the chord name if it is different to the fundamental one.

Zone B - Main Diagram:

The (B) zone displays the main diagram - ie the one which will be added to score - as well as its fingering, its construction, and its name. The fingering is indicated in the black circles (1 for the index finger, 2 for the middle finger, ...), and is reindicated under the diagram (in order to modify it).

You can construct a diagram by clicking directly on it:

- Click on a string to add or delete a note.

- Use the scrollbar to modify the base fret.
- Click on the checkboxes on the right to force or to forbid a barre). The barre is automatically displayed by Guitar Pro.
- Click on the numbers under the diagram to define the left hand fingering. A fingering is automatically displayed, but if you modify it, Guitar Pro will memorize it and use it for any similar chord it encounters.
- You may click on the checkboxes 1', 3', ... to omit some notes in the chord.
- You may change the name suggested by Guitar Pro. It will be displayed on the tablature.

Important: When you click on the main diagram, the (A) zone switches to "**Custom**" mode, and the name of the chord is erased so that you can enter one. It is then advised that you choose the name in the **Alternative Names** list. Guitar Pro will then be able to automatically name the chord and to define its construction in the (A) zone. It will allow you to view the other positions possible in the (C) zone for the chord you constructed.

On top of the diagram, a circle represents a string played open (without any finger pressing the string), and a cross represents a string which is not played.

Zone C - Diagrams List:

The (C) zone display the list of all diagrams possible for the chord constructed in the (A) zone.

You can filter the list to display more or less diagrams depending on their complexity by selecting the **Simple**, **Medium**, **All** modes in the (A) zone.

Click on one of these diagrams for it to become the main diagram in the (B) zone. It is also possible to scroll between the diagrams by using the horizontal scrollbar below the main diagram.

To listen to the selected diagram, use the button in the lower right of the main diagram.

List D - Alternative Names:

The (D) list **Alternative names** displays the different names possible for the main diagram. Click on one of these names to make Guitar Pro construct this name in the (A) zone, and update the list available in the (C) zone.

List E - Used:

The (E) list **Used** automatically displays the diagrams used in the active track.

When the mouse pointer is on an element of the list, the corresponding diagram will be shown in a hint window.

List F - Library:

The (F) list **Library** allows you to create your own chord library, independent from the file opened.

The buttons allow you to add, delete, update, or sort the diagrams of the list.

When the mouse pointer is on an element of the list, the corresponding diagram will be shown in a hint window.

Other Elements:

The checkbox **Use Diagram** makes the diagram visible on the tablature. If the checkbox is not checked, only the name is displayed on the tablature.

The checkbox **Fingering** makes the fingering visible under the diagram.

The **Undo** button deletes the chord of the selected beat.

Tip: When you open the chord diagram tool, the notes of the active beat are automatically placed on the main diagram if no diagram has been defined for this beat.

Tip: When you validate the chord diagram tool, the notes from the main diagram are automatically added to the tablature if no note was present for this beat.

Tip: The track properties window (**Track** > **Properties** [F6] menu) allows to choose the displaying of diagrams on the score (above or below the standard notation) and/or at the top of the score.

To conclude, the chord diagram tool can be used for many things:

- Adding diagrams to your tablature.
- Learning the different positions possible on the fretboard for a given chord.
- Knowing the name of a chord you found on your instrument, and learning other possible positions or fingerings for that chord.
- Retrieve the positions of the standard chords with exotic tunings of your instrument.

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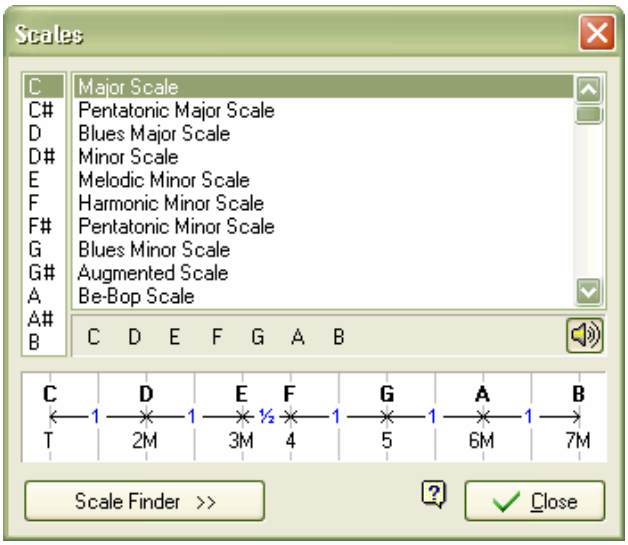
Scales Tool

The scales tool allows you to view and listen to a great number of scales in any tonality. It can also retrieve the scale used in a score.

To activate the scales tools, use the **Tools** > **Scales** [Shift+F2]. You can also access this tool by using the **Scales** button on the upper right of the Fretboard / Keyboard.

The opening of the scales tool triggers the opening of the keyboard. To view the scales on the fretboard, use the **View** > **Fretboard** [Ctrl+Shift+F] before opening the scales tool.

The display modes of the keyboard and fretboard are automatically positioned on **Show [Beat] + [Scales]**. You can customize the fretboard display to view for each note of the scale : the **Name**, the **Interval**, the **Degree**.

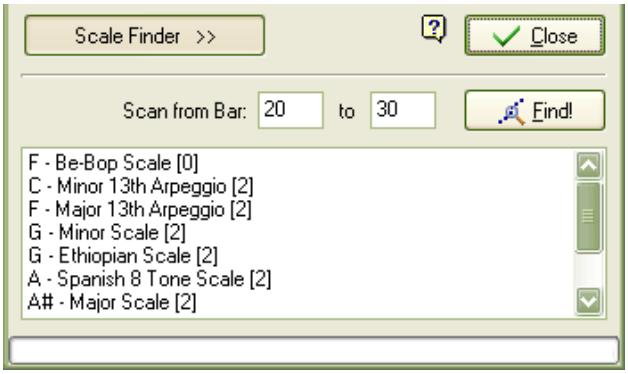


To display a scale, select the chosen tonality (C, C#, ...), and then the name of the scale. Guitar Pro shows the notes of the scale. To listen to them, you just have to click on the notes. Guitar Pro also shows the construction of the scale, with the interval and the number of semitones between each note.

As for every tool in Guitar Pro, the display of the notes on the fretboard is a function of the active track Tuning.

Research Of The Scale Used In The Score:

The **Scale Finder** button makes the search function active:



Select the range of bars you want to analyze, and then click on the **Find!** button. Guitar Pro then display a list of Tonality/Scales possible with the number or incidents between square brackets ([0]). The incidents correspond to notes that are not in the scale. The list is sorted by increasing incidents.

Tip: If the scale search gives bad results, the score may contain a tonality change. In this case, find this tonality change by ear, and limit the analysis to a range of bars with no tonality change.

Tip: Guitar Pro does not allow you to directly place a scale from the scale tool on the tablature. However, by displaying the scale on the fretboard, it is then easy to click on the fretboard to place the notes on the tablature. You can also right-click to make the cursor go

right after adding a note. The whole operation is then very fast.

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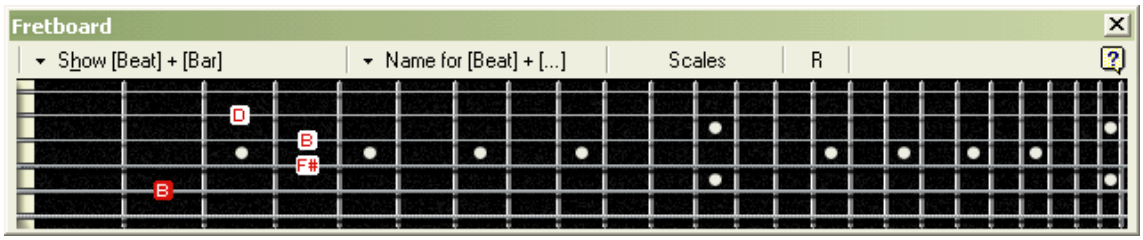
Fretboard

The fretboard offers many features. It can be used to view the notes of the score, to enter them, or to visualize the Scales.

To activate the fretboard, use the **View** > **Fretboard** [Ctrl+Shift+F] menu.

The fretboard automatically adjusts to the active track settings. The number of strings and the position of the capo are set by the Track Settings. If you change the active track, the fretboard will update to reflect the new track.



To add a new note to the score, you just have to click on the fretboard. To delete a note, just click on it.

Tip: A right click on the fretboard allows you to add a note, and then to move to the right. You don't have to use the button.

The Display Modes:

The Show button allows you to select what you want to see on the fretboard:

- **Show [Beat]**

  Shows only the notes of the selected beat.
- **Show [Beat] + [Bar]**

  Show the notes of the selected beat and the notes of the active bar.
- **Show [Beat] + [Diagram]**

  Show the notes of the selected beat and the notes of the last chord diagram encountered.
- **Show [Beat] + [Next Beat]**

  Show the notes of the selected beat and the notes of the next beat.
- **Show [Beat] + [Scale]**

  Show the notes of the selected beat and the notes of the scale selected in the scale tool. For the notes of the scale, you can choose to view:
  - The name of the note
  - The interval
  - The degree

Naming Of The Notes:

The Name buttons allows you to select how the notes displayed on the fretboard are named:

- **No name**

  No name is displayed.
- **Name for [Beat]**

  Only the notes of the selected beat are named.
- **Name for [Beat] + [...]**

  Every note is named.

The choice of the fretboard type is purely esthetical.

Reversing Of The Fretboard (Left-Handed/Right-Handed):

The **R** buttons allows to reverse the fretboard. This is to be used for left-handed users.

Display Of The Pointed Note:

The note pointed by the mouse is displayed. You don't need to click the fretboard.

Scales Tool:

The **Scales** button in the upper right of the fretboard opens the Scales Tool. The display of the fretboard is then automatically placed on **Show [Beat] + [Scales]**, and will stay on this option even after the closing of the scales tool. You will be able to visualize the scale chosen while you enter

your score. To remove the scale display, just chose another display option.

Please note: The fretboard is a toolbar. So you can attach it to the main screen below or above the score, or make it floating to move it to any part of the screen.

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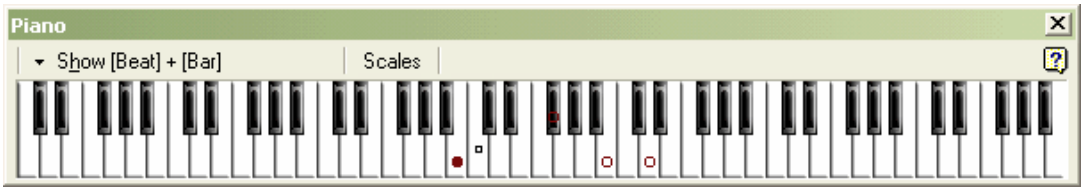
Keyboard

Just like the fretboard, the keyboard allows to view and to enter the notes of the score. It can also show the Scales.

To activate the keyboard, use the **View** > **Keyboard** [Ctrl+Shift+K] menu.



To add a note to the score, you just have to click on a key of the keyboard. To delete a note, just click on it.

Tip: a right click on a key will add a note, and then move to the right. So you don't have to use the => button.

The Display Modes:

The Show button you to select what you want to see on the keyboard :

- **Show [Beat]**

  Shows only the notes of the selected beat.
- **Show [Beat] + [Bar]**

  Show the notes of the selected beat and the notes of the active bar.
- **Show [Beat] + [Next Beat]**

  Show the notes of the selected beat and the notes of the next beat.
- **Show [Beat] + [Scale]**

  Show the notes of the selected beat and the notes of the scale selected in the scale tool.

Display Of The Pointed Note:

The note pointed by the mouse is displayed. You don't need to click the keyboard.

Scale Tool:

The **Scales** button in the upper right of the keyboard opens the Scales Tool. The display of the keyboard is then automatically placed on **Show [Beat] + [Scales]**, and will stay on this option even after the closing of the scales tool. You will be able to visualize the scale chosen while you enter your score. To remove the scale display, just chose another display option.

Please note: The keyboard is a toolbar. ~~So you can attach it to the main screen below or above the score, or make it floating to move it to any part of the screen~~.

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Metronome

To activate the metronome, use the **Sound** > **Metronome** [M] menu.

The metronome gives you the tempo when you Play a score. However, there is a way to use the metronome without having a score:

1. Create a new file (menu **File** > **New** [Ctrl+N])
2. Set the chosen tempo (menu **Sound** > **Tempo** [Ctrl+T])
3. Activate the looped play (menu **Sound** > **Play Looped / Speed Trainer** [F9] Or [Ctrl+L])
4. Play the score (menu **Sound** > **Play From The Beginning** [Ctrl+Space])

The first (and empty) bar will be played again and again.

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File Menu

New [Ctrl+N]

Close the active score and creates a new one.

See: Create A New Score

Open [Ctrl+O]

Close the active score and opens an existing score.

See: Find Tablatures

Browse [Ctrl+B]

Search Guitar Pro files on your hard drive.

See: Find Tablatures

Save [Ctrl+S]

Save the active score.

Save As [Ctrl+Shift+S]

Save the active score with a new name.

Score Information [F5]

Open the Score Information window.

See: Create A New Score
See: Add Lyrics

Import > MIDI

Import a MIDI file.

See: MIDI Import

Import > ASCII

Import an ASCII file.

See: ASCII Import

Import > MusicXML

Import a MusicXML file.

See: MusicXML Import

Import > PowerTab

Import a PowerTab file.

See: PowerTab Import

Import > TablEdit

Import a TablEdit file.

See: TablEdit Import

Export > MIDI

Export the score to MIDI format.

See: MIDI Export

Export > ASCII

Export the score to ASCII format.

See: ASCII Export

Export > MusicXML

Export the score to MusicXML format.

See: MusicXML Export

Export > BMP

Export the score to BMP image format.

See: BMP Export

Export > PDF

Export the score to Adobe® PDF format.

See: PDF Export

Export > Guitar Pro 4 Format

Export the score to Guitar Pro 4 format.

See: Guitar Pro 4 Export

Page Setup [F8]

Open Page Setup window.

See: Page Setup

Print [Ctrl+P]

Print the score.

See: Print
See: Page Setup

Exit [Ctrl+Q]

Close Guitar Pro.

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Edit Menu

Undo [Ctrl+Z]

Undo the previous action.

See: Move In The Score

Redo [Shift+Ctrl+Z]

Cancel the last Undo action.

Cut [Ctrl+X]

Cut notes or bars on one or all tracks.

See: Use Cut/Copy/Paste
See: Manage Bars

Copy [Ctrl+C]

Copy notes or bars on one or all tracks.

See: Use Cut/Copy/Paste
See: Manage Bars

Paste [Ctrl+V]

Paste notes or bars on one or all tracks.

See: Use Cut/Copy/Paste
See: Manage Bars

Insert A Bar [Ctrl+Ins]

Insert a bar on all tracks.

See: Use Cut/Copy/Paste
See: Manage Bars

Empty Bars [Shift+Del]

Delete notes of bars.

See: Manage Bars

Select All [Ctrl+A]

Select all notes of the current voice on the active track.

Voices > Edit Voice 1 [Ctrl+1]

Switch to voice 1.

See: Enter Notes

Voices > Edit voice 2 [Ctrl+2]

Swtich to voice 2.

See: Enter Notes

Voices > Gray Inactive Voice [Ctrl+G]

Gray inactive voice.

See: Enter Notes

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Bar Menu

First [Ctrl+Home]

Move the edition cursor to the first bar.

See: Move In The Score

Previous [Ctrl+Left]

Move the edition cursor to the previous bar.

See: Move In The Score

Next [Ctrl+Right]

Move the edition cursor to the next bar.

See: Move In The Score

Last [Ctrl+End]

Move the edition cursor to the last bar.

See: Move In The Score

Key Signature [Ctrl+Alt+K]

Open the Key Signature window.

See: Create A New Score
See: Manage Bars

Time Signature [Ctrl+Alt+T]

Open the Time Signature window.

See: Understanding Notation
See: Create A New Score
See: Manage Bars

Triplet Feel [Ctrl+Alt+Shift+F]

Open the Triplet Feel window.

See: Understanding Notation
See: Create A New Score
See: Manage Bars

Repeat Open [Ctrl+Alt+O]

Add a Repeat Open at the beginning of the active bar.

See: Manage Bars

Repeat Close [Ctrl+Alt+C]

Add a Repeat Close at the end of the active bar.

See: Manage Bars

Alternate Endings [Ctrl+Shift+E]

Add an alternate ending to the active bar.

See: Manage Bars

Double Bar [Alt+Shift+D]

Add a double bar to the active bar.

See: Manage Bars

Break Line > Prevent Break Line []

Prevent a Break Line after the active bar (page mode).

See: Manage Bars

Break Line > Force Break Line []

Force a Break Line after the active bar (page mode).

See: Manage Bars

Break Line > Reset Bar Organization

Remove all Break Line on the active track.

See: Manage Bars

Musical Directions

Add a Musical Direction (Coda...).

See: Manage Bars

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Track Menu

First [Ctrl+Shift+Up]

Move the edition cursor to the first track.

See: Move In The Score

Previous [Ctrl+Up]

Move the edition cursor to the previous track.

See: Move In The Score

Next [Ctrl+Down]

Move the edition cursor to the next track.

See: Move In The Score

Last [Ctrl+Shift+Down]

Move the edition cursor to the last track.

See: Move In The Score

Properties [F6]

Open the Properties window for the active track.

See: Create A New Score
See: Add Tracks

Instrument [F7]

Open the Instrument window for the active track.

See: Create A New Score
See: Add Tracks
See: Configure The Sound

Add [Ctrl+Shift+Ins]

Add a instrumental or percussion track.

See: Add Tracks

Delete [Ctrl+Shift+Del]

Remove the active track.
See: Add Tracks

Move Up [Ctrl+Alt+Up]

Move Up the active track.

See: Add Tracks

Move Down [Ctrl+Alt+Down]

Move Down the active track.

See: Add Tracks

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Note Menu

Insert A Beat [Ins]

Insert a rest at the edition cursor position.

See: Enter Notes

Delete The Beat [Ctrl+Del]

Delete the notes of the selected beat.

See: Enter Notes

Copy Beat/Triplet at the End [C]

Copy the notes of the selected beat at the end of the bar.

See: Enter Notes

Tie Beat [Ctrl+L]

Create ties with all previous notes.

See: Enter Notes

Tie Note [L]

Create a tie with the previous note.

See: Enter Notes

Sound Duration [Shift+D]

Modify the sound duration of the note as a percentage of its musical duration.

See: Enter Notes

Rest [R]

Replace the notes of the selected beat by a rest.

See: Enter Notes

Duration > ... [+/-]

Define the note duration for the active voice.

See: Enter Notes

Duration > Dotted Note [*] Or [.]

Indicate a dotted note for the active voice.

See: Enter Notes

Duration > -n-

Indicate a n-tuplets for the notes of the active voice.

See: Enter Notes

Duration > Force Tuplet Bracket [Shift+B]

Modify the Tuplet Bracket of selected notes.

Dynamic > ...

Set the dynamic for the selected note.

See: Add Symbols > Dynamic
See: Use Tools

Dynamic > Apply To The Chord [Alt+Shift+C]

Make the dynamic apply to the whole chord instead of the selected note.

See: Add Symbols > Dynamic
See: Use Tools

Chord [A]

Open the chord diagram window.

See: Chord Diagrams

Text [T]

Insert a text.

See: Add Symbols > Text

Mix Table [F10] Or [Alt+Shift+M]

Insert a parameter change.

See: Insert Parameter Changes

Left Hand Fingering

Set the left hand fingering for the selected note (right-handed person).

See: Add Symbols > Left Hand Fingering

Right Hand Fingering

Set the right hand fingering for the selected note (right-handed person).

See: Add Symbols > Right Hand Fingering

Downstroke [Ctrl+D]

Indicate a downstrole for the selected beat.

See: Add Symbols > Stroke

Upstroke [Ctrl+U]

Indicate a upstroke for the selected beat.

See: Add Symbols > Stroke

Pickstroke Down [Ctrl+Alt+D]

Indicate a pickstroke down for the selected beat.

See: Add Symbols > Pickstroke

Pickstroke Up [Ctrl+Alt+U]

Indicate a pickstroke up for the selected beat.

See: Add Symbols > Pickstroke

Up One Semitone [Shift+Num+]

Make the pitch of the selected note up one semitone.

See: Enter Notes

Down One Semitone [Shift+Num-]

Make the pitch of the selected note down one semitone.

See: Enter Notes

Shift Up [Shift+Num+]

Move the note to the string above (on the tablature) without changing the note.

See: Enter Notes

Shift Down [Shift+Num-]

Move the note to the string below (on the tablature) without changing the note.

See: Enter Notes

Change Accidental [Shift *] or [Shift+8]

Change the accidental of the note.

See: Enter Notes

Automatic Beams [Ctrl+F3]

Choose automatically beams depending of the note duration.

Force Beams [Ctrl+F4]

Force beams of selected notes.

Break Beams [Ctrl+F5]

Break beams of selected notes.

Break Secondary Beams [Ctrl+F6]

Modify the number of secondary beams in a group of notes.

Automatic Direction [Ctrl+F7]

Choose automatically the stem direction for the selected notes.

Invert Direction [Ctrl+F8]

Invert the stem direction for the selected notes.

8va [Ctrl+F9]

Add 8va symbol.

8vb [Ctrl+F10]

Add 8vb symbol.

15ma [Ctrl+F11]

Add 15ma symbol.

15mb [Ctrl+F12]

Add 15mb symbol.

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Effects Menu

Dead Note [X]

Insert a dead note at the edition cursor position.

See: Add Symbols > Dead Note

Grace Note [G]

Insert a grace note at the edition cursor position.

See: Add Symbols > Grace Note

Ghost Note [O]

Insert a ghost note at the edition cursor position.

See: Add Symbols > Ghost Note

Accentuated Note [Shift+N]

Insert an accentuated note at the edition cursor position.

See: Add Symbols > Accentuated Note

Heavy Accentuated Note [Alt+N]

Insert a heavy accentuated note at the edition cursor position.

See: Add Symbols > Heavy Accentuated Note

Let Ring [I]

Indicate that the note is in Let Ring.

See: Add Symbols > Let Ring
See: Use Tools

Natural Harmonic [Shift+H]

Indicate an natural harmonic on the selected note.

See: Add Symbols > Natural Harmonic

Artificial Harmonic [Ctrl+H]

Indicate an artificial harmonic on the selected note.

See: Add Symbols > Artificial Harmonic

Hammer On / Pull Off [H]

Indicate a HO or a PO on the selected note (function of the following notes).

See: Add Symbols > Hammer On / Pull Off

Bend [B]

Indicate a bend effect on the selected note.

See: Add Symbols > Bend

Tremolo Bar [Shift+T]

Indicate a tremolo bar effect on the selected beat.

See: Add Symbols > Tremolo Bar

Slide

Indicate a slide effect on the selected note.

See: Add Symbols > Slides

Vibrato [V]

Indicate a vibrato effect on the selected note.

See: Add Symbols > Vibrato

Wide Vibrato [W]

Indicate a wide vibrato effect on the selected beat.

See: Add Symbols > Wide Vibrato

Trill [Ctrl+Shift+R]

Indicate a trill effect on the selected note.

See: Add Symbols > Trill

Tremolo Picking

Indicate a tremolo picking effect on the selected note.

See: Add Symbols > Tremolo Picking

Palm Mute [P]

Indicate a palm mute effect on the selected note.

See: Add Symbols > Palm Mute
See: Use Tools

Staccato [Ctrl+Alt+S]

Indicate a staccato effect on the selected note.

See: Add Symbols > Staccato

Tapping [Ctrl+Alt+Shift+T]

Indicate a tapping effect on the selected note.

See: Add Symbols > Tapping

Slapping [Ctrl+Alt+Shift+S]

Indicate a slapping effect on the selected note.

See: Add Symbols > Slapping (bass)

Popping [Ctrl+Alt+Shift+P]

Indicate a popping effect on the selected note.

See: Add Symbols > Popping (bass)

Fade In [F]

Indicate a fade in effect on the selected beat.

See: Add Symbols > Fade In

Wah Wah

Indicate a wah-wah event on the selected beat.

See: Add Symbols > Wah-Wah

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Markers Menu

Insert [Shift+Ins]

Insert a marker on the active bar.

See: Add Markers

List [Shift+Home]

Display the markers list.

See: Add Markers

Previous [Shift+Tab]

Move to the previous marker.

See: Add Markers
See: Move In The Score

Go To

Move to the selected marker.

See: Add Markers
See: Move In The Score
See: Play The Score

Next [Ctrl+Tab]

Move to the next marker.

See: Add Markers
See: Move In The Score

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Tools Menu

MIDI Input [Shift+F1]

Activate or not the Midi Input.

See: Enter Notes
See: Configure The Sound

Scales [Shift+F2]

Open the scales tool.

See: The Scales Tool

Transpose [Shift+F3]

Transpose one or several tracks.

See: Use Tools

Automatic Finger Positioning [Shift+F4]

Recalculate the positions of the notes (string of the note) of the selected track.

See: Use Tools

Let Ring Options [Shift+F5]

Open the Let Ring Options window.

See: Use Tools
See: Add Symbols > Let Ring

Palm Mute Options [Shift+F6]

Open the Palm Mute Options window.

See: Use Tools
See: Add Symbols > Palm Mute

Dynamic Options [Shift+F7]

Open the Dynamic Options window.

See: Use Tools
See: Add Symbols > Dynamic

Check Bar Duration [Shift+F8] Or [F4]

Check that bar durations corresponds to the time signature on all tracks.

See: Use Tools

Bar Arranger [Shift+F9]

Reposition bar lines on the active track to match the time signature.

See: Use Tools
See: Enter Notes

Complete/Reduce Bars With Rests [Shift+F10]

Complete too short bars and reduces too long bars.

See: Use Tools
See: Enter Notes

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Sound Menu

Play [Space]

Play the score from the current position.

See: Play The Score

Play From The Beginning [Ctrl+Space]

Play the score from the beginning.

See: Play The Score

Stop [Space]

Stop the playing.

See: Play The Score

Play Looped / Speed Trainer [F9] Or [Ctrl+L]

Open the loop / speed trainer tool.

See: Play The Score

Metronome [M]

Add the metronome during the playing.

See: Play The Score
See: The Metronome

Count Down [Ctrl+M]

Add a one bar count down before playing.

See: Play The Score

Tempo [Ctrl+T]

Set the initial tempo.

See: Play The Score
See: Insert Parameter Changes

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View Menu

Multitrack View [Shift+1]

Activate the multitrack display mode.

See: Configure The Display
See: Create A New Score

Vertical Screen Mode [Shift+2]

Switch to Vertical Screen Mode.

See: Configure The Display

Horizontal Screen Mode [Shift+3]

Switch to Horizontal Screen Mode.

See: Configure The Display

Parchment Mode [Shift+4]

Switch to Parchment Mode.

See: Configure The Display

Page Mode [Shift+5]

Switch to Page Mode.

See: Configure The Display

Toggle View [Ctrl+Shift+Tab]

Toggle the display between the edition zone and the mix table.

See: Configure The Display

Hide Standard Notation [Ctrl+Shift+Tab]

Permanently hide the Standard Notation.

See: Configure The Display

Hide Tablature [Ctrl+Shift+Tab]

Permanently hide the Tablature.

See: Configure The Display

Show 'Dynamic' Notes [F11]

Diplay the notes in a color depending of their dynamic.

See: Add Symbols > Dynamic
See: Use Tools

Percussion [Ctrl+Shift+P]

Display the Percussion window (only for percussion tracks).

See: Percussion
See: Add Tracks
See: MIDI Import

Fretboard [Ctrl+Shift+F]

Show the fretboard.

See: The Fretboard
See: The Scales Tool
See: Enter Notes

Keyboard [Ctrl+Shift+k]

Show the keyboard.

See: The Keyboard
See: The Scales Tool
See: Enter Notes

Toolbars

Allow you to select the toolbars you want to see.

See: Main Screen
See: Configure The Display
See: Move In The Score

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Options Menu

Preferences [F12]

Open the Preferences window.

See: Configure The Display

Audio Settings [Alt+F12]

Open the audio settings window.

See: Configure The Sound

Language

Set the language for the software.

See: Installation

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Help Menu

Help [F1]

Open the help file.

See: Installation

About [F2]

Open the About window.

See: Technical Support

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Keyboard Shorcuts

Primary:	Secondary:	Caption:
Enter		Add A Note (In Standard Notation) / Next Note (On The Tablature)
+		Divide Duration Of The Notes By 2
-		Multiply Duration Of The Notes By 2
Ctrl+N		New File
Ctrl+O		Open File
Ctrl+B		Browser
Ctrl+S		Save
Ctrl+Shift+S		Save As
F5		Score Information
F8		Page Setup
Ctrl+P		Print
Ctrl+Q		Exit
Ctrl+Z		Undo
Ctrl+Shift+Z	**Ctrl+Y**	Redo
Ctrl+X		Cut
Ctrl+C		Copy
Ctrl+V		Paste
Ctrl+Ins		Insert A Bar
Shift+Del		Clear Bars
Ctrl+A		Select All
Ctrl+1		Edit Voice 1
Ctrl+2		Edit Voice 2
Ctrl+G		Gray Inactive Voice
Home		First Beat Of The Bar
End		Last Beat Of The Bar
Ctrl+Home		First Bar
Ctrl+Left		Previous Bar
Ctrl+Right		Next Bar
Ctrl+End		Last Bar
Page Up		Scroll Upward
Page Down		Scroll Downward
Ctrl+Alt+K		Key Signature
Ctrl+Alt+T		Time Signature
Ctrl+Alt+Shift+F		Triplet Feel
Ctrl+Alt+O		Repeat Open
Ctrl+Alt+C		Repeat Close
Ctrl+Shift+E		Alternate Endings
Alt+Shift+D		Double Bar
[		Prevent Break Line
]		Force Break Line
Ctrl+Shift+Up		First Track
Ctrl+Up		Previous Track
Ctrl+Down		Next Track
Ctrl+Shift+Down		Last Track
F6		Properties (Selected Track)
F7		Instrument (Selected Track)
Ctrl+Shift+Ins		Add Track
Ctrl+Shift+Del		Delete Track
Ctrl+Alt+Up		Move Up Track
Ctrl+Alt+Down		Move Down Track
Ins		Insert A Beat
Ctrl+Del		Delete The Beat
C		Copy Beat/Triplet At The End
Shift+L		Tie Beat
L		Tie Note
Shift+D		Sound Duration
R		Rest
Ctrl+Shift+F1		Whole Note
Ctrl+Shift+F2		Half Note
Ctrl+Shift+F3		Quarter Note
Ctrl+Shift+F4		Eighth Note
Ctrl+Shift+F5		Sixteenth Note
Ctrl+Shift+F6		Thirty-Second Note
Ctrl+Shift+F7		Sixty-Fourth Note
Num*	**.**	Dotted Note
Shift+B		Force Tuplet Bracket

Primary:	Secondary:	Caption:
Num/	**/**	N-Tuplet
Shift+Alt+1		piano pianissimo
Shift+Alt+2		pianissimo
Shift+Alt+3		piano
Shift+Alt+4		mezzo piano
Shift+Alt+5		mezzo forte
Shift+Alt+6		forte
Shift+Alt+7		fortissimo
Shift+Alt+8		forte fortissimo
Shift+Alt+C		Apply To The Chord (Dynamics)
A		Chord
T		Text
F10	**Alt+Shift+M**	Mix Table
Alt+1		T Left Hand Fingering
Alt+2		1 Left Hand Fingering
Alt+3		2 Left Hand Fingering
Alt+4		3 Left Hand Fingering
Alt+5		4 Left Hand Fingering
Alt+6		P Right Hand Fingering
Alt+7		I Right Hand Fingering
Alt+8		M Right Hand Fingering
Alt+9		A Right Hand Fingering
Alt+0		C Right Hand Fingering
Ctrl+D		Downstroke
Ctrl+U		Upstroke
Ctrl+Alt+D		Pickstroke Down
Ctrl+Alt+U		Pickstroke Up
Alt+Num+	**Alt+=**	Up One Semitone
Alt+Num-	**Alt+-**	Down One Semitone
Shift+Num+	**Shift+=**	Shift Up (Different Position)
Shift+Num-	**Shift+-**	Shift Down (Different Position)
Shift+Num*	**Shift+8**	Change Accidental
Ctrl+F3		Automatic Beams
Ctrl+F4		Force Beams
Ctrl+F5		Break Beams
Ctrl+F6		Break Secondary Beams
Ctrl+F7		Automatic Direction
Ctrl+F8		Invert Direction
Ctrl+F9		8va
Ctrl+F10		8vb
Ctrl+F11		15ma
Ctrl+F12		15mb
X		Dead Note
G		Grace Note
O		Ghost Note
Shift+N		Accentuated Note
Alt+N		Heavy Accentuated Note
I		Let Ring
Shift+H		Natural Harmonic
Ctrl+H		Artificial Harmonic
H		Hammer On / Pull Off
B		Bend
Shift+T		Tremolo Bar
S		Legato Slide
Alt+S		Shift Slide
Alt+B		Slide In From Below
Alt+A		Slide In From Above
Alt+D		Slide Out Downwards
Alt+U		Slide Out Upwards
V		Vibrato
W		Wide Vibrato
Ctrl+Shift+R		Trill
Alt+Shift+E		Eighth Note (Tremolo Picking)
Alt+Shift+S		Sixteenth Note (Tremolo Picking)
Alt+Shift+T		Thirty-Second Note (Tremolo Picking)
P		Palm Mute
Ctrl+Alt+S		Staccato
Ctrl+Alt+Shift+T		Tapping
Ctrl+Alt+Shift+S		Slapping
Ctrl+Alt+Shift+P		Popping
F		Fade In
Ctrl+Shift+O		Wah-Wah Open
Ctrl+Shift+C		Wah-Wah Close
Ctrl+Alt+N		Wah-Wah On
Ctrl+Alt+F		Wah-Wah Off
Shift+Ins		Insert A Marker
Shift+Home		Markers List

Primary:	Secondary:	Caption:
Shift+Tab		Previous Marker
Ctrl+Tab		Next Marker
Shift+F1		MIDI Input
Shift+F2		Scales
Shift+F3		Transpose
Shift+F4		Automatic Finger Positioning
Shift+F5		Let Ring Options
Shift+F6		Palm Mute Options
Shift+F7		Dynamic Options
Shift+F8	**F4**	Check Bar Duration
Shift+F9		Bar Arranger
Shift+F10		Complete/Reduce Bars With Rests
Space		Play
Ctrl+Space		Play From The Beginning
F9		Play Looped / Speed Trainer
Ctrl+L		Play Looped (Simple Loop)
M		Metronome
Ctrl+M		Count Down
Ctrl+T		Tempo
Ctrl+Shift+T		Apply Coefficient To The Tempo
Shift+1		Multitrack View
Shift+2		Vertical Screen Mode
Shift+3		Horizontal Screen Mode
Shift+4		Parchment Mode
Shift+5		Page Mode
Ctrl+Shift+Tab		Toggle View
Ctrl+Shift+[		Hide Standard Notation
Ctrl+Shift+]		Hide Tablature
F11		Show Dynamic Notes
Ctrl+Shift+P		Percussion
Ctrl+Shift+F		Fretboard
Ctrl+Shift+K		Keyboard
Ctrl+Alt+1		Toolbar 1
Ctrl+Alt+2		Toolbar 2
Ctrl+Alt+3		Toolbar 3
Ctrl+Alt+4		Toolbar 4
F12	**Ctrl+,**	Preferences
Alt+F12		Audio Settings
F1		Help
F2		About

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